

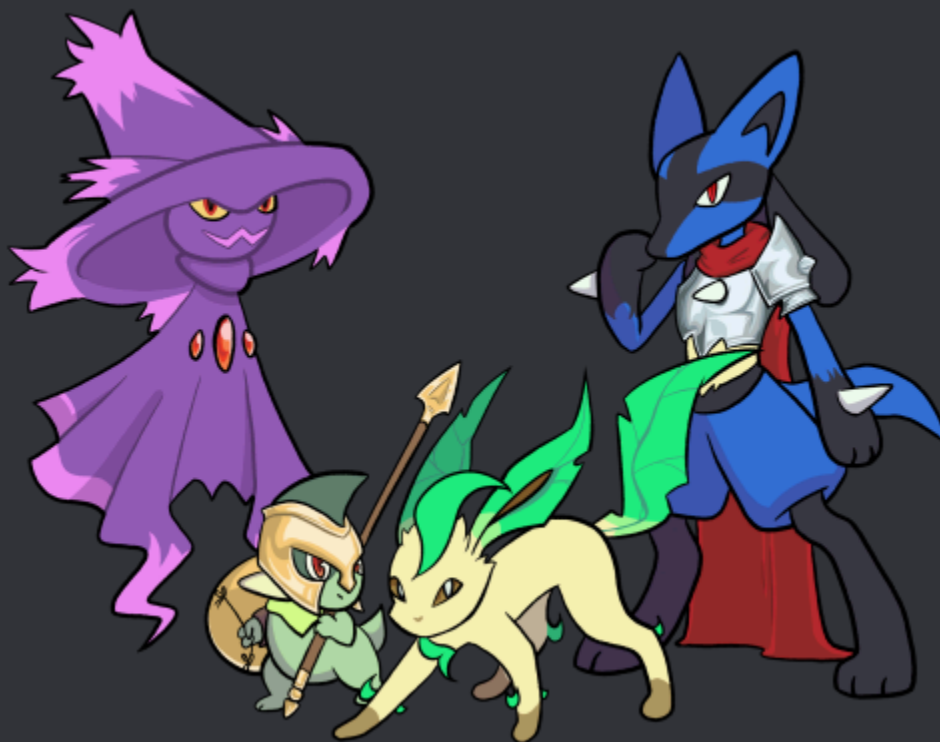
# Kingdomverse PMD&D 5E

## Expansion

Version Alpha 1.0.2

**Pokémon Mystery Dungeon & Dragons Fanmade Expansion Pact**

*The following is a homebrew compendium for use in Dungeons and Dragons 5th Edition*



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**(and Neek0)**

*All the Artwork is Created by Neek0*

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## SPECIAL SHOUTOUTS

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## HOW TO GIVE FEEDBACK

*This document is intended to evolve, and I warmly invite everyone to join the [Shinx Corner](#), my Discord server. By selecting the **PMD&D Role**, you can provide valuable feedback on ways to enhance this compendium. My goal is to craft the most balanced and enjoyable **Pokémon Mystery Dungeon** experience within **Dungeons & Dragons**. Your input and collaboration are greatly appreciated in achieving this mission.*

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# CHAPTER 1: POKÉMON

## Prologue:

In the vast world of Pokémon, a diverse array of species exists, each possessing unique traits inherent to their species and typing. In the following sections, I will outline the common traits associated with different Pokémon typings, as well as introduce exclusive traits derived from their Pokédex entries. Additionally, the final segment of this chapter will detail methods for incorporating your favorite Pokémon into this framework. (I also included every single Eeveelution for you Eevee addicts).

## NORMAL TYPE POKÉMON

### *Normal Type Trait*

**Ability Score Increase:** Your Constitution score increases by 1.

**Adaptability:** You have advantage on saving throws against being poisoned, and you have resistance to poison damage.

**Versatile Nature:** You gain proficiency in one skill of your choice.

**Natural Endurance:** You gain proficiency in Constitution saving throws.

**Unremarkable Resilience:** When you roll a hit die to regain hit points during a short rest, you can roll the hit die twice and take the higher result. You must finish a long rest before you can use this trait again.

**Languages:** You can speak, read, and write Common and one other language of your choice.

This trait is designed to capture the adaptable and resilient nature of Normal-type Pokémon in D&D mechanics, giving players bonuses that reflect those characteristics while also providing some versatility and utility in terms of skills and languages. Feel free to adjust or expand upon these traits based on your preferences and the needs of your campaign.

### **(Optional) Undeterred by the**

**Supernatural:** You have advantage on saving throws against necrotic damage, and you have resistance to necrotic damage. Additionally, you have advantage on saving throws against being frightened, charmed, or possessed by undead creatures. (Warning to DMs, if you're running an undead themed campaign, normal types with this feat will munder)

## Normal Pokémon Examples

### Eevee

*Eevee, the evolution Pokémon, #133 in the national Pokédex. A "rare" Pokémon that adapts to harsh environments by taking on different evolutionary forms.*

**Size:** Small

**Speed:** 30 Feet

**Ability Scores Increases:** Your Dexterity score increases by 1.

**Keen Senses:** Eevee has advantage on

Wisdom (Perception) checks that rely on hearing or smell.

**Adaptive Instincts:** Once per long rest, you can use your action to observe your surroundings and gain insight into the behavior and intention of creatures nearby. You can choose a number of creatures equal to your Wisdom modifier within 30 feet of you. For the next hour, you have advantage on Charisma checks made to interact with those creatures, as you gain insight into their motivations and preferences.

**(Reaction) Adaptability:** When Eevee is reduced to half its maximum hit points or fewer, it gains resistance to all damage until the end of its next turn.

### ***Zigzagoon***

*Zigzagoon, the Tiny Raccoon Pokémon, #263 in the national Pokédex. It walks in a zigzag fashion. It is good at finding items in the grass and even in the ground.*

**Size:** Small

**Speed:** 30 Feet

**Ability Scores Increases:** Your Dexterity score increases by 1

**Forager:** You are proficient in the Survival skill, reflecting your knack for finding food in various environments.

**Scavenger:** You have advantage on Wisdom (Perception) checks made to find hidden objects or creatures

**Quick Escape:** When you take a Disengage action, your movement speed increases by 10 feet until the end of your turn.

### ***Skitty***

*Skitty, the Kitten Pokémon, #300 in the national Pokédex. Skitty has the habit of becoming fascinated by moving objects and chasing them around. This Pokémon is known to chase after its own tail and become dizzy.*

**Size:** Medium

**Speed:** 30 Feet

**Ability Score Increases:** Your Charisma score increases by 1.

**Cute Charm:** When a creature you can see within 30 feet of you hits you with an attack, you can use your reaction to cause that creature to make a Wisdom saving throw against your spell save DC. On a failed save, the creature is charmed by you until the end of its next turn or until it deals damage to you. Once you use this trait, you can't use it again until you finish a short or long rest.

**Chase Enthusiast:** You have advantage on Acrobatics checks made to chase or catch moving objects, creatures, or targets.

As a bonus action, you can choose to chase your tail or another nearby object with frenzied determination. Until the end of your next turn, you have advantage on attack rolls against any creature you engage in melee combat with. Once you use this ability you must finish a long rest before you can use it again.

**Curious Explorer:** You are skilled at navigating unfamiliar terrain and environments. You have advantage on Survival checks made to track creatures or navigate wilderness areas.

## FIRE TYPE POKÉMON

### *Fire Type Trait*

**Ability Score Increase:** Your Dexterity score increases by 1

**Elemental Affinity:** You have resistance for fire damage.

**Blazing Speed:** Your base walking speed increases by 5 feet.

**Fiery Temperaments:** You have disadvantage on saving throws against effects that would reduce your movement speed, and you have advantage on saving throws against being frightened.

**Pyromancy:** You learn the *control flames* cantrip. This cantrip doesn't count against the number of cantrips you know.

**Language:** You can speak, read, and write Common and one other language of your choice.

This Fire Type trait is designed to reflect the attributes commonly associated with Fire-type Pokémon in the Pokémon series, such as resistance to fire damage, proficiency with fire-based spells, increased speed, and a fiery temperament. Adjustments can be made based on the specific needs of your campaign or setting.

## Fire Pokémon Examples

### Flareon

*Flareon, the Flame Pokémon, #136 in the national Pokédex. Flareon's fluffy fur has a functional purpose- it releases heat into the air so that its body does not get excessively*

*hot. This Pokémon's body temperature can rise to a maximum of 1,650 degrees Fahrenheit.*

**Size:** Medium

**Speed:** 30 Feet

**Ability Score Increase:** Your Constitution score increases by 1, and your Charisma score increases by 1.

**Infernal Swiftiness:** When you take the *Dash action*, you can move through non-magical difficult terrain without expending extra movement

**Keen Senses:** Flareon has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**(Reaction) Blazing Counter:** When you are hit by a melee attack, you can use your reaction to unleash a burst of flames in retaliation. The creature that hits you must make a Dexterity saving throw (DC 8 + your constitution modifier + your proficiency bonus) or take fire damage equal to your level. On a successful save, the creature takes half damage.

### Vulpix

*Vulpix, the Fox Pokémon, #37 in the national Pokédex. At the time of birth, it has just one tail. The tail splits from its tip as it grows older.*

**Size:** Small

**Speed:** 30 Feet

**Ability Score Increase:** Your Intelligence score increases by 1.

**Flame Tail:** You can use your action to create a small flame in your paw, which sheds bright light in a 10-foot radius and



dim light for an additional 10 feet. The flame lasts until you dismiss it as a bonus action, or until you are incapacitated or die.

**Flame Whisper:** You can spend 1 hour meditating in the presence of a flame to gain insight or guidance. Afterward, you can ask the DM one question related to fire, flame, or elemental creatures, and the DM will provide you with an answer based on the knowledge and lore of the campaign setting.

**(Reaction) Flash Fire:** When a fire damage spell or effect hits you, you can use your reaction to absorb the flames and gain temporary hit points equal to half the fire damage taken (rounded down). Additionally, until the end of your next turn, your next-fire based spell or attack deals additional damage equal to your proficiency bonus.

### **Cyndaquil**

*Cyndaquil, the Fire Mouth Pokémon, #155 in the national Pokédex. It is timid, and always curls itself up in a ball. If attacked, it flares up its back for protection.*

**Size:** Small

**Speed:** 30 Feet

**Ability Score Increase:** Your Dexterity score increases by 1.

**Blaze:** When you are reduced to half of your hit point maximum or fewer, your flames surge with renewed intensity, granting you an additional 1d6 + your intelligence modifier fire damage. You can't use this feature again until a short or long rest.

**Fiery Tackle:** You can use your action to charge at a creature within 20 feet of you

and make a melee attack against it. On a hit, the target takes 1d6 fire damage plus your Dexterity modifier. Once you use this ability, you can't use it again until you finish a short or long rest.

**Fire of Compassion:** Once per long rest, you can use your action to attempt to calm the emotions of a hostile creature within 30 feet of you. The creature must make a Wisdom saving throw (DC 8 + your Wisdom modifier + your proficiency bonus) or have its aggressive impulses suppressed for 1 minute, during which it cannot attack or use hostile actions. The effect ends if the creature is attacked or takes damage.

## **WATER TYPE POKÉMON**

### ***Water Type Trait***

**Ability Score Increase:** Your Wisdom score increases by 1.

**Aquatic Adaptation:** You can breathe underwater and gain a swimming speed equal to your walking speed.

**Water Affinity:** You have advantage on saving throws against effects that would push you or knock you prone while you are in the water.

**Damping:** You have advantage on saving throws against being poisoned or suffering from diseases transmitted through water.

**Natural Swimmer:** You have proficiency in the Athletics skill.

**Languages:** You can speak, read, and write Common and one other language of your choice.



These traits reflect the characteristics commonly associated with Water-Type Pokémon, such as their affinity with water, their adaptability to aquatic environments, and their mastery of water based abilities. Adjustments can be made based on the specific needs and balance of your game.

## Water Pokémon Examples

### Vaporeon

*Vaporeon, the Bubble Jet Pokémon, #134 in the national Pokédex. It prefers beautiful shores. With cells similar to water molecules, it could melt in water.*

**Size:** Medium

**Speed:** 30 Feet

**Ability Score Increase:** Your Constitution score increases by 2.

**(Reaction) Water Absorb:** Whenever you are hit by a water-based spell or ability that deals damage, you can use your reaction to absorb the water, healing yourself for an amount equal to half the damage dealt by the spell or ability. If the damage is halved due to a successful saving throw, you only heal for half of that amount. You cannot heal more hit points than the damage dealt by the spell or ability.

**Aqueous Fusion:** Your unique cellular structure allows you to meld with water, granting you enhanced abilities while submerged. While fully submerged in water, you gain the following benefits:

- You have advantage on Stealth checks made to hide or remain undetected underwater, as your

body seamlessly blends with the surrounding water.

- You have advantage on saving throws against spells or effects that target you while underwater, as your cellular structure allows you to resist external influences more effectively.

Additionally, once per short rest, you can use an action to meld partially with the water around you, granting you resistance to all damage until the start of your next turn. While melded in this way, you cannot move or take any actions other than ending the effect as a bonus action.

**Aquatic Sense:** You can spend 10 minutes concentrating on a body of water, such as a lake, river, or ocean, to gain insight into its history, inhabitants, and significant events that occurred within it. The information you glean is equivalent to what could be obtained through the *legend lore* spell, but if it pertains specifically to the body of water you are studying.

### Totodile

*Totodile, the Big Jaw Pokémon, #158 in the national Pokédex. This rough critter chomps at any moving object it sees. Turning your back on it is not recommended.*

**Size:** Small

**Speed:** 30 Feet

**Ability Score Increase:** Your Strength score increases by 1.

**Torrent:** While you are below half of your maximum hit points, your water-based attacks deal additional damage equal to your proficiency bonus. Additionally, on a successful melee attack hit, in addition to your usual damage, you can choose to unleash a torrent of water with your attack.

The target must make a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier or be knocked prone as they are pushed back 10 feet by the force of the water.

**Jaws:** You have sharp teeth and powerful jaws. When you successfully attack a creature using your jaws, you can choose to use your bonus action to attempt to grapple the target. The target must succeed on a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier or be grappled by you until the grapple ends.

**Playful Spirit:** You gain proficiency in the Performance skill.

Whenever you spend at least 1 minute engaging in playful activities, such as splashing in water, performing acrobatics, or engaging in lighthearted banter with allies, you can grant yourself and up to five willing creatures of your choice within 30 feet of you advantage on their next Charisma based ability check or saving throw made within the next hour.

Additionally, you have advantage on Persuasion checks made to interact with creatures that share your playful nature or appreciate lightheartedness.

### **Popplio**

*Popplio, the Sea Lion Pokémon, #728 in the national Pokédex. This Pokémon can control water bubbles. It practices diligently so it can learn to make big bubbles.*

**Size:** Small

**Speed:** 25 Feet

**Ability Score Increase:** Your Charisma score increases by 1.

**Liquid Voice:** Whenever you cast a spell or land an attack that deals cold or water damage, you can use your bonus action to imbue your attack or spell with an aquatic melody. The damage type of the attack becomes sonic, and creatures affected by the spell must make a Constitution saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier or be deafened until the end of your next turn.

**Mesmerizing Bubble:** As an action, you can conjure a shimmering cascade of water bubbles and perform a mesmerizing display. Each creature of your choice within 30 feet of you that can see and hear you must make a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier.

On a failed save, a creature becomes charmed by you for 1 minute as they become entranced by the beauty and grace of your bubble performance. A charmed creature regards you as a friendly acquaintance and will not take any actions or reactions unless you or your allies harm it.

Once you use this feature, you can't use it again until you finish a short or long rest.

**Tidal Harmony:** You can use your action to perform a soothing aquatic melody, calming turbulent waters and calming the emotions of those around you. Creatures of your choice within 30 feet of you that can hear you must make a Wisdom saving throw against DC equal to 8 + your proficiency

bonus + your Charisma modifier. On a failed save, they are charmed by you for 1 minute as they are entranced by the calming effects of your music.

## ELECTRIC TYPE POKÉMON

### *Electric Type Trait*

**Ability Score Increase:** Your Dexterity score increases by 1, reflecting your quick reflexes and agility.

**Electric Resistance:** You have resistance to lightning damage, reflecting your innate affinity with electricity.

**Static Charge:** Whenever a creature makes a melee attack against you and hits you with a metal melee weapon, they take 1d4 lightning damage as a static charge arcs from your body. This damage increases to 1d6 at 6th level, 1d8 at 11th level, and 1d10 at 16th level.

**Shocking Reflexes:** Your reflexes are heightened by your connection to electricity. You gain an advantage on Dexterity saving throws against effects that you can see, such as traps and spells, that would cause you to take damage.

**Languages:** You can speak, read, and write Common and one other language of your choice.

These traits reflect the characteristics and abilities commonly associated with Electric-type Pokémon, such as their resistance to lightning damage, ability to generate static electricity, and quick

reflexes. Adjustments can be made based on the specific needs and balance of your game.

## Electric Pokémon Examples

### *Jolteon*

*Jolteon, the Lightning Pokémon, #135 in the national Pokédex. A sensitive Pokémon that easily becomes sad or angry. Every time its mood changes, it charges power.*

**Size:** Medium

**Speed:** 40 Feet

**Ability Increase Score:** Your Dexterity score increases by 2.

**Agile Movement:** Your quick reflexes and agility allow you to move with incredible speed. You can take the *Dash Action* as a bonus action on your turn.

**Volt Absorb:** Whenever you take lightning damage, you can use your reaction to absorb the energy, healing yourself for an amount equal to half the lightning damage taken. If you absorb more hit points than your maximum hit points, you gain temporary hit points equal to the excess amount. You can use this ability a number of times equal to your Constitution modifier (minimum of once). You regain all expended uses of this ability after finishing a long rest.

**Electric Presence:** Once per long rest, you can use your action to emit a burst of crackling electricity, creating an aura of awe or fear around you. Each creature of your choice within 30 feet of you that can see or hear you must make a Wisdom saving throw (DC 8 + your Charisma modifier + your proficiency bonus) or be

charmed or frightened (your choice) by you for 1 minute. The effect ends for a creature if it takes any damage or if someone else uses an action to shake it out of its stupor.

### **Shinx**

*Shinx, the Flash Pokémon, #403 in the national Pokédex. The extension and contraction of its muscles generate electricity. It glows when in trouble.*

**Size:** Small

**Speed:** 30 Feet

**Ability Score Increase:** Your Dexterity score increases by 2.

**Rivalry:** When you make a melee attack against a creature of the same gender as you or a creature of the opposite gender with a higher Strength or Dexterity score than yours, you can choose to gain advantage on the attack roll.

**Luminous Glow:** As an action, you can cause your body to emit a bright glow, shedding bright light in a 10-foot radius and dim light for an additional 10 feet for 1 minute. While glowing, you have advantage on Charisma (Intimidation) checks made against creatures that are sensitive to bright light or vulnerable to radiant damage, such as undead.

**(Reaction) Flash Reflexes:** When a creature you can see makes a melee attack against you, you can use your reaction to impose disadvantage on the attack roll, as you quickly sidestep or evade the blow.

### **Electrike**

*Electrike, the Lightning Pokémon, #309 in the national Pokédex. It stores static*

*electricity in its fur for discharging. It gives off sparks if a storm approaches.*

**Size:** Small

**Speed:** 30 Feet

**Ability Score Increase:** Your Dexterity score increases by 1.

**Lightning Rod:** When you or a creature within 30 feet of you that you can see is targeted by a lightning-based spell or effect, you can use your reaction to draw the lightning toward yourself. You become the target of the spell or effect instead, and you have advantage on any saving throw made to resist or mitigate its effect.

**Electrical Surge:** When you make a melee weapon attack, you can choose to expend your hit dice as a bonus action to infuse the attack with electrical energy. Roll one of your hit dice and add the result to the damage roll of the attack. The damage dealt is lightning damage instead of its usual damage type.

**Tempest Insight:** Once per long rest, when caught amid a thunderstorm or other intense storm, you can spend 10 minutes meditating or communing with the storm's energy. This grants you insight into the storm's patterns and movements, granting you advantage on ability checks, saving throws, or attack rolls made within the next hour that involve interacting with or navigating through the storm.

### **Pachirisu**

*Pachirisu, the EleSquirrel Pokémon, #417 in the national Pokédex. It makes fur balls that crackle with static electricity. It stores them with berries in tree holes.*

**Size:** Small

**Speed:** 30 Feet

**Ability Score Increase:** Your Dexterity score increases by 2.

**Run Away:** When you take the Dash action, you can use a bonus action to Disengage. You have advantage on Dexterity saving throws made to avoid being grappled or restrained.

**Static Furballs:** You can use your bonus action to create a furball crackling with static electricity. As a ranged attack, you can throw this furball at a creature within 30 feet of you. On a hit, the target takes 1d6 lightning damage.

Once you use this feature, you can't use it again until you finish a short or long rest.

**Cheek Pouches:** You have the ability to store small items in your cheek pouches. As an action, you can retrieve an item in your cheek pouches or stow a small item away, such as a berry or a small trinket. You can carry up to three items in this manner.

## GRASS TYPE POKÉMON

### *Grass Type Trait*

**Ability Score Increase:** Your Wisdom score increases by 1.

**Nature's Resilience:** You have resistance to poison damage, reflecting your innate affinity with plants and toxins.

**Photosynthesis:** You have advantage on Constitution saving throws made to resist exhaustion caused by environmental

conditions, such as extreme heat or lack of food and water. Additionally, during periods of ample sunlight, you regain hit points equal to your proficiency bonus at the start of each of your turns if you have at least 1 hit point and are not in direct sunlight.

**Plant Affinity:** You have proficiency in the Nature skill, reflecting your deep knowledge of plants and the natural world.

**Speak With Plants:** You can communicate with plants as if you share a language with them. You have advantage on Charisma checks made to influence or persuade plants.

**Languages:** You can speak, read, and write Common and one other language of your choice.

## Grass Pokémon Examples

### Leafeon

*Leafeon, the Verdant Pokémon, #470 in the national Pokédex. When you see a Leafeon asleep in a patch of sunshine, you'll know it is using photosynthesis to produce clean air.*

**Size:** Medium

**Speed:** 35 Feet

**Ability Score Increase:** Your Wisdom score increases by 2.

**Leaf Guard:** You have advantage on saving throws against being paralyzed and being charmed while in sunlight.

**Foliage Surge:** When you hit a creature with a melee weapon attack, you can use your reaction to entangle the target in vines and foliage, restraining it until the start of

your next turn. The target must make a Strength saving throw (DC equal to 8 + your proficiency bonus + your Strength or Dexterity modifier) or be restrained

**Harmony of the Forest:** You gain proficiency in the Performance skill, reflecting your ability to create calming melodies or soothing sounds that resonate with the natural world. You can cast the *calm emotions* spell once per long rest without expending a spell slot. This spell allows you to suppress strong emotions in a group of creatures, fostering a sense of peace and tranquility. The effect lasts for 1 minute.

### **Chikorita**

*Chikorita, the Leaf Pokémon, #152 in the national Pokédex. It loves to bask in the sunlight. It uses the leaf on its head to seek out warm places.*

**Size:** Small

**Speed:** 25 Feet

**Ability Score Increase:** Your Wisdom score increases by 1.

**Overgrow:** Whenever you cast a spell that deals damage of a type associated with plants or nature (such as poison or radiant damage), and the damage roll includes at least one die you can reroll any 1s or 2s on the damage dice. You must use the new result, even if it is lower.

**Herbalist's Knowledge:** You can cast the *goodberry* spell once per long rest without expending a spell slot. This spell allows you to create a handful of magical berries that each restore 1 hit point when eaten. The berries remain potent for 24 hours or until consumed.

**Vine Manipulation:** You gain proficiency in the Acrobatic skill. You can use your vines to perform simple tasks or actions, such as retrieving small objects, tying knots, or scaling surfaces with handholds. These tasks are limited to those that can be reasonably accomplished with a small, flexible appendage.

### **Snivy**

*Snivy, the Grass Snake Pokémon, #495 in the national Pokédex. It is very intelligent and calm. Being exposed to lots of sunlight makes its movements swifter.*

**Size:** Small

**Speed:** 30 Feet

**Ability Score Increase:** Your Intelligence score increases by 1.

**Overgrow:** Whenever you cast a spell that deals damage of a type associated with plants or nature (such as poison or radiant damage), and the damage roll includes at least one die you can reroll any 1s or 2s on the damage dice. You must use the new result, even if it is lower.

**Serene Agility:** When you take the Dodge action during your turn, you can move up to half your speed as a reaction without provoking opportunity attacks.

Additionally, once per short rest, when a creature makes a melee attack against you and misses, you can use your reaction to make a melee weapon attack against that creature, using your vines to retaliate. If the attack hits, it deals damage equal to your unarmed strike damage plus your Dexterity modifier.



**Whispering Breeze:** Once per short rest, you can use your action to create a calming aura in a 10-foot radius around you for 1 minute. Creatures of your choice within the aura gain advantage on Wisdom saving throws against being frightened or charmed, and any aggressive actions of hostile intentions are typically met with reluctance from those affected.

## ICE TYPE POKÉMON

### *Ice Type Trait*

**Ability Score Increase:** Your Constitution Score increases by 1.

**Cold Resistance:** You have resistance to cold damage, reflecting your natural affinity with freezing temperatures.

**Icy Touch:** Your unarmed strikes deal an additional 1d4 cold damage.

**Frostbite:** Once per short rest, when you hit a creature with a melee weapon attack, you can choose to expend your Hit Dice to deal additional cold damage equal to the number rolled on your Hit Dice.

**Ice Manipulation:** You have proficiency in the Survival skill when in cold environments, reflecting your ability to navigate and survive in icy terrains.

**Languages:** You can speak, read, and write Common and one other language of your choice.

These traits reflect the characteristics and abilities commonly associated with Ice-Type Pokémon, such as their resistance to cold damage, ability to manipulate ice, and

endurance in freezing temperatures. Adjustments can be made based on the specific needs and balance of your game.

## Ice Pokémon Examples

### *Glaceon*

*Glaceon, the Fresh Snow Pokémon, #471 in the national Pokédex. As a protective technique, it can completely freeze its fur to make its hairs stand like needles.*

**Size:** Medium

**Speed:** 30 Feet

**Ability Score Increase:** Your Constitution Score increases by 1, and your Charisma Score increases by 1.

**Snow Cloak:** You gain proficiency in the Stealth skill, additionally while you are in an area of heavy snowfall or icy terrain, you can use the Hide action as a bonus action on each of your turns, even if you are not otherwise obscured from view. Finally, you have an advantage on Stealth checks made to hide or move silently in snowy or icy terrain.

**Frost Armor:** Once every short or long rest, as an action, you can expend one use of this feat to coat yourself in a layer of frost, granting you temporary hit points equal to your character level + your Constitution modifier. These temporary hit points last for 1 minute or until depleted.

Additionally, while you have these temporary hit points, any creature that makes a melee attack against you takes cold damage equal to your Constitution modifier. This damage ignores resistance to cold damage.



**Crystal Frost Shaper:** You gain proficiency with the Artisan's Tools (Ice Sculpting) if you don't already have it. Additionally, you can use your Charisma modifier instead of your Intelligence modifier when making ability checks with these tools.

As an action, you can create a small ice sculpture or frost pattern within a 5-foot cube within 30 feet of you. The sculpture or pattern can take any form you choose, such as a delicate snowflake, a miniature ice sculpture of a creature, or an intricate frost design. The creation lasts for 1 hour or until you can use this feat again.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses after finishing a long rest.

### **Vanillite**

*Vanillite, the Fresh Snow Pokémon, #582 in the national Pokédex. This Pokémon formed from icicles bathed in energy from the morning sun. It sleeps buried in snow.*

**Size:** Small

**Speed:** 25 Feet

**Ability Score Increase:** Your Constitution score increases by 1.

**Ice Body:** Whenever you are in an environment with snow or ice, you regain hit points equal to your Constitution Modifier at the start of each of your turns if you have at least 1 hit point and are not incapacitated. Additionally, you have advantage on Constitution saving throws made to resist the effects of extreme cold temperatures.

**Sunlit Icicles:** Once per long rest, as an action, you can harness the energy from the morning sun to empower yourself. For 1 minute, you gain the following benefits:

- You gain temporary hit points equal to your character level + your Constitution modifier.
- Your movement speed increases by 10 feet
- You have advantage on Constitution saving throws against being blinded, deafened, or stunned.

Additionally, while you are in snowy terrain or when exposed to direct sunlight, you can take a short rest to regain hit points as if you had spent a Hit die. However, you cannot gain this benefit again until you finish a long rest.

**Frosty Friends:** You gain proficiency in Persuasion skills, reflecting your ability to charm and persuade others with your friendly disposition and unique appearance. You have advantage on Persuasion checks made when interacting with creatures that are not hostile toward you and are not immune to being charmed. Your icy charm and innocent appearance make it difficult for others to resist your requests or proposals.

### **Snorunt**

*Snorunt, the Snow Hat Pokémon, #361 in the national Pokédex. It is said that a home visited by a Snorunt will prosper. It can withstand a cold of minus 150 degrees Fahrenheit.*

**Size:** Small

**Speed:** 25 Feet

**Ability Score Increase:** Your Dexterity score increases by 1.

**Moody:** At the start of your turns, roll a d6 to determine the effects of Moody for that turn

- On a roll of 1, your reflexes slow down, giving you a disadvantage on Dexterity saving throws until the start of your next turn
- On a roll of 2, your reflexes sharpen, granting you advantage on Dexterity saving throws until the start of your next turn.
- On a roll of 3-6, there is no additional effect

Additionally, when you roll initiative, you can choose to roll an additional d6 and add the result to your initiative roll.

**Prosperous Presence:** Once per long rest, as an action, you can emit an aura of prosperity in a 30-foot radius around you for 1 hour. Creatures of your choice within the aura gain advantage on ability checks and saving throws made to resist the effects of extreme cold temperatures, as well as advantage on Charisma checks made to negotiate or barter for goods and services.

Additionally, you have advantage on Insight checks made to determine a creature's intentions or whether it is telling the truth.

**Frostbound Familiarity:** You gain proficiency in the Nature Skill, reflecting your understanding of the natural world, particularly with cold environments and creatures.

## FIGHTING TYPE POKÉMON

### *Fighting Type Trait*

**Ability Score Increase:** Your Strength score increases by 1.

**Combat Training:** You gain proficiency in the Athletics skill, reflecting your training in various forms of combat and physical exertion.

**Martial Mastery:** Choose one of the following options to represent your specialized combat technique:

*Iron Defense:* You gain proficiency with shields. While wielding a shield, you can use your reaction to gain a +2 bonus to your AC against one melee attack that hits you.

*Quick Reflexes:* You gain proficiency in the Dexterity saving throw. Additionally, you can use your reaction to impose disadvantage on an attack roll against you that you can see.

This revised feat list provides options that reflect the diverse combat capabilities of Fighting-Type Pokémon, offering choices that enhance defense, agility, or mental resilience. Adjustments can still be made based on the specific needs and balance of your game.

*Inner Focus:* You have advantage on saving throws against being frightened or charmed.

**Iron Fist:** Your unarmed strikes deal an additional 1d4 bludgeoning damage.

**Endurance:** You have advantage on Constitution saving throws made to resist exhaustion.

**Languages:** You can speak, read, and write Common and one other language of your choice.

## Fighting Pokémon Examples

### Riolu

*Riolu, the Emanation Pokémon, #447 in the national Pokédex. The aura that emanates from its body intensifies to alert others if it is afraid or sad.*

**Size:** Small

**Speed:** 30 Feet

**Ability Score Increase:** Your Dexterity score increases by 1.

**Aura Sensitivity:** You can sense the presence of other living creatures within 30 feet of you, even if they are invisible or obscured by darkness. This sense doesn't reveal their exact location, but it does give you an awareness of their presence.

**Steadfast:** You have advantage on saving throws against being frightened. Additionally, whenever you succeed on a saving throw to maintain concentration on a spell, you can use your reaction to move up to half your speed without provoking opportunity attacks.

**Aura Guardian:** You gain proficiency in the Insight skill, reflecting your ability to sense and interpret the emotions of others through their aura.

As an action, you can use your aura to influence the emotions of creatures within 30 feet of you. Choose one of the following effects:

- *Calm Emotions:* You can attempt to calm the emotions of hostile or aggressive creatures, causing them to become indifferent toward creatures of your choice within range. Each affected creature must make a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, the creature's emotions are calmed for 1 minute
- *Inspiring Presence:* You can bolster the resolve of friendly creatures, granting them advantage on their next saving throw against being frightened or charmed

Once you use this ability, you can't use it again until you finish a short or long rest.

### Tyrogue

*Tyrogue, the Scuffle Pokémon, #236 in the national Pokédex. To brush up on its fighting skills, it will challenge anyone. It has a very strong competitive spirit.*

**Size:** Small

**Speed:** 30 Feet

**Ability Score Increase:** Your Strength score increases by 1.

**Guts:** Whenever you have disadvantage on an attack roll or saving throw due to a condition (such as being poisoned or paralyzed), you can choose to ignore the disadvantage and make the roll normally.

Additionally, when you are subjected to an effect that would inflict the poisoned

condition on you, you can use your reaction to gain advantage on your next attack roll or saving throw before the end of your next turn.

**Competitive Spirit:** Whenever you defeat a creature in combat, you gain temporary hit points equal to your proficiency bonus plus your Strength or Dexterity modifier (whichever is higher).

Additionally, when you successfully hit a creature with an unarmed strike or a melee weapon attack, you can use your reaction to taunt the target, imposing disadvantage on its next attack roll against a creature other than you until the start of your next turn.

**Challenger:** You have advantage on Persuasion checks made to goad or challenge others to friendly competitions or contests.

As an action, you can issue a challenge to a creature within 30 feet of you. The creature must succeed on a Wisdom saving throw against your DC equal to 8 + your Charisma modifier + your proficiency bonus or become compelled to accept the challenge.

### **Machop**

*Machop, the Superpower Pokémon, #066 in the national Pokédex. Always brimming with power, it passes time by lifting boulders. Doing so makes it even stronger.*

**Size:** Small

**Speed:** 30 Feet

**Ability Score Increase:** Your Strength score increases by 1.

**Fighting Spirit:** When you roll initiative, you can choose to gain advantage on all attack rolls you make during the first round of combat. Once you use this ability, you cannot use it again until you finish a long rest.

**Guts:** Whenever you have disadvantage on an attack roll or saving throw due to a condition (such as being poisoned or paralyzed), you can choose to ignore the disadvantage and make the roll normally.

Additionally, when you are subjected to an effect that would inflict the poisoned condition on you, you can use your reaction to gain advantage on your next attack roll or saving throw before the end of your next turn.

**Indomitable Spirit:** As an action, you can rally your allies with an inspiring speech or display of strength. Choose a number of friendly creatures within 30 feet of you equal to your Charisma modifier (minimum of 1). Those creatures gain temporary hit points equal to your Machop level plus your Charisma modifier.

Additionally, when you succeed on a saving throw against a condition (such as being frightened or charmed), you can choose one creature within 30 feet of you. That creature gains advantage on its next saving throw against the same condition before the end of your next turn.

## **POISON TYPE POKÉMON**

### ***Poison Type Trait***

**Ability Score Increase:** Your Constitution score increases by 1.

**Toxic Affinity:** You gain resistance to poison damage and advantage on saving throws against poison.

**Poisonous Strikes:** Your unarmed strikes and natural weapons are imbued with poison. Whenever you successfully hit a creature with an unarmed strike or a natural weapon attack, the target must make a Constitution saving throw against a DC equal to 8 + your Constitution modifier + your proficiency bonus. On a failed save, the target takes an additional 1d4 poison damage.

**Toxic Immunity:** You are immune to the poisoned condition.

**Poisonous Veil:** You can cast the *poison spray* cantrip. Constitution is your spellcasting ability for this spell.

**Languages:** You can speak, read, and write Common and one other language of your choice.

These traits reflect the characteristics and abilities commonly associated with Poison-type Pokémon, such as their toxic abilities and immunity to poison. Adjustments can be made based on the specific needs and balance of your game.

## Poison Pokémon Examples

### **Ekans**

*Ekans, the Snake Pokémon, #023 in the national Pokédex. Moves silently and stealthily. Eats the eggs of birds, such as Pidgey and Spearow, whole.*

**Size:** Medium

**Speed:** 30 Feet

**Ability Score Modifier:** Your Dexterity  
Score increases by 1.

**Venomous Bite:** You have a natural weapon in the form of your poisonous bite. Your bite is a melee weapon attack that deals 1d4 piercing damage plus 1d4 poison damage on a hit. Additionally, the target must make a Constitution saving throw against a DC equal to 8 + your Constitution modifier + your proficiency bonus. On a failed save, the target becomes poisoned for 1 minute.

**Silent Stalker:** You gain proficiency in the Stealth skill, reflecting your ability to move silently and blend into your surroundings. You have advantage on Stealth checks made to hide and move silently. When you successfully hit a surprised creature with your venomous bite, you deal additional damage equal to your Dexterity modifier.

**Predator's Instinct:** You have advantage on Perception checks made to detect hidden creatures or objects, as well as to discern clues and details from your environment. Additionally, you gain the ability to communicate simple ideas and emotions with other creatures through subtle body language and hissing sounds, allowing you to convey intentions or warnings to allies or potential prey.

### **Nidoran**

*Nidoran, the Poison Pin Pokémon, #029 in the national Pokédex. While it does not prefer to fight, even one drop of poison it secretes from bards can be fatal.*

**Size:** Small

**Speed:** 30 Feet

**Ability Score Increase:** Your Strength score increases by 1 if you are a *Male* Nidoran. Your Dexterity score increases by 1 if you are a *Female* Nidoran.

**Poisonous Spikes:** As an action, you can release poisonous spikes from your body in a 10-foot radius around you. Creatures within the area must make a Constitution saving throw against a DC equal to 8 + your Constitution modifier + your proficiency bonus. On a failed save, a creature takes 1d6 poison damage and is poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effects on itself on a success.

**(Male Nidoran Only) Horned Charge:** You gain the ability to perform a Horned Charge. When you move at least 20 feet straight toward a target and then hit it with your horn, the target takes 1d6 + your Strength modifier + 1d4 of Poison Damage.

Additionally, if the target is a creature of a size category larger than yours, it must succeed on a Strength saving throw against a DC equal to 8 + your Strength modifier + your proficiency bonus or be pushed back 10 feet and knocked prone. Once you use this feature, you can't use it again until you finish a short or long rest.

**(Female Nidoran Only) Venomous Dash:** When you take a Dash action, your movement speed increases by an additional 10 feet until the end of your turn. Additionally, any creature you pass within 5 feet during your movement must succeed on a Dexterity saving throw against a DC equal to 8 + your Dexterity modifier + your proficiency bonus. On a failed save, the

creature takes 1d6 poison damage and is poisoned until the end of its next turn.

**Toxic Hunter:** You have advantage on Survival checks made to track creatures, detect hidden dangers, or find sources of food and water. Additionally, you gain the ability to extract venom from poisonous creatures or plants during a short rest, provided you have access to appropriate materials and tools. This venom can be used to create poison for weapons or traps, or as a component for alchemical or magical purposes.

### **Trubbish**

*Trubbish, the Trash Bag Pokémon, #568 in the national Pokédex. Inhaling the gas they belch will make you sleep for a week. They prefer unsanitary places.*

**Size:** Small

**Speed:** 25 Feet

**Ability Score Increase:** Your Constitution score increases by 1.

**Stench:** As an action, you can release a noxious gas in a 10-foot radius centered on yourself. Any creature other than you in that area must succeed on a Wisdom saving throw against a DC equal to 8 + your Constitution modifier + your proficiency bonus or become frightened of you until the end of its next turn. You can only use this ability once per short or long rest.

**Noxious Slumber:** You gain the ability to exhale a noxious gas as an action, affecting creatures within a 15-foot cone in front of you. Each creature in that area must succeed on a Constitution saving throw against a DC equal to 8 + your Constitution modifier + your proficiency bonus or fall

unconscious for 1d4 hours, mimicking the effects of a sleep spell. Undead and creatures immune to being charmed are unaffected by this gas. Once you use this feature, you can't use it again until you finish a long rest.

**Garbage Servant:** You have advantage on ability checks made to navigate or forage for resources in urban environments or areas filled with waste and refuse. Additionally, you gain proficiency with improvised weapons, such as broken bottles, rusted tools, or other debris, allowing you to wield them effectively in combat.

## GROUND TYPE POKÉMON

### *Ground Type Trait*

**Ability Score Increase:** Your Strength score increases by 1.

**Earthen Resilience:** You have resistance to bludgeoning damage.

**Earth Manipulation:** You have proficiency in the Nature skill.

**Tremorsense:** You can sense vibrations in the earth within 30 feet of you, allowing you to detect creatures and objects that are in contact with the ground.

**Earthshaker:** As an action, you can cause the ground in a 15-foot radius centered on you to become difficult terrain for creatures other than yourself. The effect lasts for 1 minute or until you use this feature again.

**Languages:** You can speak, read, and write in Common and one other language of your choice.

## Ground Pokémon Examples

### **Cubone**

*Cubone, the Lonely Pokémon, #104 in the national Pokédex. If it is sad or lonely, the skull it wears shakes, and emits a plaintive and mournful sound.*

**Size:** Small

**Speed:** 20 Feet

**Ability Score Increase:** Your Strength score increases by 1.

**Rock Head:** You gain resistance to bludgeoning damage. You also gain advantage on saving throws against effects that would cause you to be knocked prone or pushed back.

Additionally, once per long rest, when you are dealt bludgeoning damage from an attack or effect, you can use your reaction to halve the damage you take from that source.

**Grieving Spirit:** Whenever you or an ally you can see within 30 feet of you is reduced to 0 hit points by an enemy creature, you can use your reaction to channel your grief and rage into a devastating attack against the creature that caused damage.

Make a melee weapon attack with advantage against the creature that dealt the final blow, using your Strength modifier for the attack roll. On a hit, the attack deals extra damage equal to your proficiency bonus + your Strength modifier.



Once you use this feature, you can't use it again until you finish a short or long rest.

**Mourning Ritual:** You have advantage on Insight checks made to understand the emotions and motivations of creatures who are grieving or experiencing loss.

You can perform a mourning ritual over the remains of fallen creatures, spending 1 hour in quiet contemplation and reverence. At the end of the ritual, you gain insight into the life and personality of the deceased, allowing you to speak a few words of comfort or remembrance that are meaningful and appropriate to the individual.

Additionally, your somber demeanor and respectful attitude toward death and loss make you a comforting presence to those who are mourning. You have advantage on Persuasion checks made to offer condolences, provide emotional support, or ease the grief of others.

### **Sandshrew**

*Sandshrew, the Mouse Pokémon, #027 in the national Pokédex. Burrows deep underground in arid locations far from water. It only emerges to hunt for food.*

**Size:** Small

**Speed:** 25 Feet

**Ability Score Increase:** Your Constitution score increases by 1.

**Sand Veil:** While you are in a sandy or dusty environment, you can use your action to camouflage yourself against the terrain. Until you move or take an action other than Dodge, you are effectively invisible to any creature that relies on sight to see you,

provided that you remain motionless and obscured by sand or dust. The effect lasts until the start of your next turn or until you move or take an action other than Dodge.

Additionally, you have advantage on Stealth checks made to hide or remain hidden in sandy or dusty environments.

**Desert Survivalist:** You gain proficiency in the Survival skill. If you are already proficient in the Survival skill, you gain expertise in it instead, doubling your proficiency bonus for any ability check you make with it related to survival in deserts, arid regions, and sandy environments.

Additionally, you have advantage on Constitution saving throws made to resist the effects of extreme heat or parchedness.

**Sandsweeper:** You have advantage on Perception checks made to spot hidden objects or traps in sandy environments as your keen eyes and attention to detail allow you to detect subtle disturbances in the sand.

You can spend 1 hour searching a sandy area to uncover buried treasures or hidden artifacts. At the end of this time, make an Investigation check. The Dungeon Master determines the DC based on the complexity of the area and the rarity of the item you're searching for. On a successful check, you uncover valuable treasures or artifacts buried beneath the sand.

### **Trapinch**

*Trapinch, the Ant Pit Pokémon, #328 in the national Pokédex. It lives in arid deserts. It makes a sloping pit trap in sand where it patiently awaits prey.*

**Size:** Small

**Speed:** 20 Feet

**Ability Score Increase:** Your Strength score increases by 1.

**Arena Trap:** When a creature enters a space within 5 feet of you that is not adjacent to another creature, you can use your reaction to activate your Arena Trap ability. The creature must make a Dexterity saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier. On a failed save, the creature becomes restrained as it becomes entangled in the loose earth or sand manipulated by your Trapinch instincts. The creature remains restrained until it breaks free or until the start of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

**Arid Ambusher:** While you are in a sandy or desert environment, you can spend 1 hour creating a sloping pit trap. At the end of this time, you dig a concealed pit trap with a depth of up to 5 feet and a width of up to 10 feet. The trap is camouflaged with sand and debris, requiring a successful Perception check with a DC equal to your Survival check result to detect it. Any creature that falls into the trap takes 1d6 bludgeoning damage and becomes restrained until it uses its action to escape, or until it is freed by another creature.

Additionally, when you make an attack against a creature that is restrained, surprised, or incapacitated, you can choose to deal an additional 1d6 piercing damage, representing your ability to exploit the vulnerability of trapped prey.

**Sands of Patience:** You have advantage on Wisdom saving throws made to resist the effects of fear, confusion, or other mental effects that would disrupt your concentration or resolve.

Once per day, when you are faced with a difficult decision or a moment of uncertainty, you can spend 10 minutes in quiet meditation. At the end of this meditation, you gain insight and clarity regarding the situation, allowing you to decide with confidence and certainty.

## FLYING TYPE POKÉMON

### *Flying Type Trait*

**Ability Score Increase:** Your Dexterity score increases by 1.

**Flight:** You have a flying speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.

**Aerial Agility:** You have proficiency in the Acrobatics skill, reflecting your ability to maneuver gracefully through the air and perform aerial stunts.

**Wind Rider:** You have advantage on Dexterity saving throws made to avoid falling prone while flying, as your instinctive sense of balance and control allows you to recover quickly in midair.

**Keen Eyesight:** You have advantage on Perception checks made to spot creatures or objects while flying, as your sharp eyesight allows you to scan the skies and terrain below with ease.

**Languages:** You can speak, read, and write Common and one other language of your choice.

These traits reflect the characteristics commonly associated with Flying type Pokémon, such as their ability to fly, their agility in aerial combat, and their keen eyesight. Adjustments can be made based on the specific needs and balance of your game.

## Flying Pokémon Example

### Rookidee

*Rookidee, the Tiny Bird Pokémon, #821 in the national Pokédex. It will bravely challenge any opponent, no matter how powerful. This Pokémon benefits from every battle- even a defeat increases its strength a bit.*

**Size:** Tiny

**Speed:** 30 Feet

**Ability Score Increase:** Your Dexterity score increases by 1.

**Unnerve:** Whenever a hostile creature starts its turn within 30 feet of you, it must make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or be frightened until the start of its next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

**Brave Challenger:** Whenever you are reduced to 0 hit points but not killed outright, you can choose to drop 1 hit point instead. Once you use this feature, you can't use it again until you finish a long rest. Additionally, whenever you suffer a defeat

in battle, you gain temporary hit points equal to your proficiency bonus. These temporary hit points last until you finish a short or long rest.

**Wanderer's Spirit:** You gain proficiency in the Survival skill. If you are already proficient in the Survival skill, you gain expertise in it instead, doubling your proficiency bonus of any ability check you make with it related to tracking, foraging, or navigating.

You have advantage on Perception checks made to spot interesting landmarks or points of interest while traveling. You also have advantage on Persuasion checks made to interact with strangers or make new friends while traveling, as your friendly and curious demeanor endears you to others.

## PSYCHIC TYPE POKÉMON

### *Psychic Type Traits*

**Ability Score Increase:** Your Intelligence score increases by 1.

**Telepathy:** You can communicate telepathically with any creature within 30 feet of you that understands at least one language. You don't need to share a language with the creature for it to understand your telepathic messages, but the creature must be able to understand at least one language.

**Mind Over Matter:** You have advantage on Intelligence saving throws made to resist the effects of spells and abilities that target your mind or alter your thoughts, such as charm effects or psychic attacks.

**Psionic Focus:** You gain proficiency in the Arcana skill, reflecting your understanding of psychic energies and your ability to manipulate them. Additionally, you can cast the *mage hand* cantrip at will, but the spectral hand created by the spell is invisible.

**Telekinetic Potential:** You can cast the *mage armor* spell on yourself once, without material components. You regain the ability to cast *mage armor* with this trait when you finish a long rest.

**Language:** You can speak, read, and write Common and one extra language of your choice.

These traits reflect the characteristics commonly associated with Psychic type Pokémon, such as their telepathic abilities, their mastery of psychic energy, and their heightened intelligence. Adjustments can be made based on the specific needs and balance of your game.

## Psychic Pokémon Example

### **Espeon**

*Espeon, the Sun Pokémon, #196 in the national Pokédex. The tip of its forked tail quivers when it is predicting its opponent's next move.*

**Size:** Medium

**Speed:** 30 Feet

**Ability Score Increase:** Your intelligence score increases by 2.

**Synchronize:** Whenever you are affected by a condition imposed by a spell, magical

effect, or special ability (such as being poisoned, paralyzed, or charmed), you can use your reaction to force the creature that caused the condition to make a saving throw against the same condition. The DC for this saving throw is equal to 8 + your proficiency bonus + your Intelligence modifier. On a failed save, the creature becomes affected by the same condition for the same duration. Once you use this feature, you can't use it again until you finish a short or long rest.

**Precognitive Reflexes:** When you roll initiative at the start of combat, you can add your Intelligence modifier to the roll.

Once per short rest, when a creature you can see within 30 feet of you makes an attack roll against you, you can use your reaction to impose disadvantage on that attack roll as you anticipate and dodge the incoming strike with your precognitive reflexes.

Additionally, if you successfully impose disadvantage on an attack roll using this feature, you can make a melee spell attack against the attacker using your tail as a reaction. On a hit, the target takes 1d8 psychic damage, and its speed is reduced by 10 feet until the end of its next turn as it is momentarily thrown off balance by your psychic strike.

**Mystic Meditation:** Once per long rest, you can spend 10 minutes in deep meditation, focusing your psychic energies to gain insights about a specific location or event. At the end of the meditation, the Dungeon Master provides you with cryptic hints, lore

information, or insights related to the location or event you were focusing on.

### **Espurr**

*Espurr, the Restraint Pokémon, #677 in the national Pokédex. The organ that emits its intense psychic power is sheltered by its ears to keep power from leaking out.*

**Size:** Small

**Speed:** 30 Feet

**Ability Score Increase:** Your Intelligence score increases by 1.

**Infiltrator:** You can ignore half cover and three-quarters cover when making ranged spell attacks or ranged weapon attacks. You have advantage on ability checks made to bypass or disable locks, traps, or other security measures.

Once per short rest, you can use your action to cast *dispel magic* without expending a spell slot. The spell's range is self, and it targets only magical effects that create barriers, wards, or illusions.

**Psionic Shielding:** As an action, you can activate your psionic shielding, granting yourself temporary hit points equal to your Intelligence modifier + your character level. These temporary hit points last for 1 minute or until depleted.

While your psionic shielding is active, you have advantage on saving throws against spells and abilities that target your mind or alter your thoughts, such as charm effects or psychic attacks.

Once you use this feature, you can't use it again until you finish a short or long rest.

**Guardian of the Mind:** You have advantage on saving throws against spells and abilities that target your mind or alter your thoughts, such as charm effects, psychic attacks, or attempts to read your mind.

Additionally, you can use your action to extend your psychic protection to a willing creature you touch. For the next hour, the target gains the same advantage on saving throws against mind-affecting spells and abilities.

Once you use this feature, you can't use it again until you finish a long rest.

### **Munna**

*Munna, the Dream Eater Pokémon, #517 in the national Pokédex. Munna always floats in the air. People whose dreams are eaten by them forget what the dreams had been about.*

**Size:** Small

**Speed:** 30 Feet

**Ability Score Increase:** Your Wisdom score increases by 1.

**Forewarn:** As an action, you can focus your psychic senses to detect potential threats in your surroundings. Choose one creature within 60 feet of you that you can see. You learn if the creature has any features, traits, or abilities that pose a threat to you or your allies, as determined by the Dungeon Master. This information might include details about the creature's special attacks, resistances, vulnerabilities, or other relevant traits.

Once you use this feature, you can't use it again until you finish a short or long rest.

**Dream Eater:** Whenever you finish a long rest, you can choose a willing creature within 5 feet of you to share a dream with during the rest. The creature gains the benefits of finishing a long rest if it sleeps within the dream you share, regardless of how much time you both spend sleeping. Additionally, while sharing a dream with a creature, you can communicate telepathically with that creature.

Additionally, once per long rest, you can use your action to enter the dreams of a sleeping creature within 60 feet of you. You merge with the creature's dream and gain the ability to interact with the dream environment and its inhabitants. While in the dream, you can take any actions you would normally be able to take in the waking world, including using your spells and abilities. Your physical body remains in a trance-like state during this time and is considered unconscious.

The duration you use this feature to enter a creature's dream is up to the Dungeon Master's discretion but typically lasts for 1 hour of in-game time.

Once you use this feature to enter a creature's dream, you can't use it again until you finish a long rest.

**Dream Weaver:** As an action, you can expend a use of your *Dream Eater* feature to create a psychic construct in the shape of a creature or object you have seen before. The construct can be up to Medium size and lasts for up to 1 hour. While active, you can telepathically communicate with the construct and perceive through its senses, gaining advantage on Perception checks made using its senses.

## BUG TYPE POKÉMON

### *Bug Type Trait*

**Ability Score Increase:** Your Dexterity score increases by 1

**Natural Weaponry:** You have proficiency in the Unarmed Strike attack, which deals 1d6 slashing damage on a hit. Your unarmed strikes are considered finesse weapons.

**Keen Senses:** You have advantage on Perception checks made to detect hidden creatures or objects.

**Bug Resistance:** You have advantage on saving throws against being paralyzed, and you have resistance to piercing damage.

**Survival Instincts:** You have advantage on Survival checks made to track creatures, find food and water sources, or identify natural hazards such as quicksand, dangerous plants, or natural traps. Additionally, you can forage for food and water for yourself and up to five other creatures each day, provided you are in a natural environment with available resources.

**Language:** You can speak, read, and write Common and one extra language of your choice.

These traits provide Bug Type characters with more options and versatility, reflecting the diversity of Bug-type Pokémon in the Pokémon universe. Adjustments can be made based on the specific needs and balance of your game.



## Bug Pokémon Example

### Wurmple

*Wurmple, the Worm Pokémon, #265 in the national Pokédex. It sticks to tree branches and eats leaves. The thread it spits from its mouth, which becomes hooey when it touches air, slows the movement of its foes.*

**Size:** Small

**Speed:** 30 Feet

**Ability Score Increase:** Your Dexterity score increases by 1.

**(Reaction) Shield Dust:** When you are targeted by a spell or ability that requires you to make a saving throw to resist a harmful effect, you can use your reaction to activate your Shield Dust. If the triggering effect would impose a condition on you (such as blinded, charmed, paralyzed, or poisoned), you have advantage on the saving throw. If the effect would damage you, you have resistance against that damage until the start of your next turn.

Once you use this reaction, you can't use it again until you finish a short or long rest.

**Web Weaver:** You can use your action to create a sticky web-like substance within a 15-foot cube centered on a point you can see within 30 feet of you. The area becomes difficult terrain for creatures other than you until the start of your next turn.

Additionally, when a creature enters the area of the web, it must succeed on a Dexterity saving throw against your spell save DC or be restrained by the sticky stands until the start of its next turn. A creature restrained by your webs can use its

action to make a Strength check against your spell save DC to break free.

**Nature's Observer:** When you spend at least 1 hour observing a specific type of creature or studying a particular natural environment, you can gain insights and understanding about its behaviors, habits, and interactions with its surroundings. The DM may provide you with information or hints about the creature's behavior, lifestyle, or any significant events or changes occurring in the environment.

### Pinsir

*Pinsir, the Stag Beetle Pokémon, #127 in the national Pokédex. With its pincer horns, it digs burrows to sleep in at night. In the morning, damp soil clings to its body.*

**Size:** Medium

**Speed:** 30 Feet

**Ability Score Increase:** Your Strength score increases by 1.

**Hyper Cutter:** You have advantage on ability checks and saving throws made to resist effects that would reduce your movement speed or impose the restrained condition. Additionally, your Hyper Cutter ability grants you advantage on Strength checks made to initiate or maintain a grapple.

**Burrower's Resilience:** You have advantage on ability checks made to navigate or traverse natural environments, such as forests, mountains, or underground tunnels, where your burrowing instincts come into play.

Additionally, when you are in an environment where you can burrow or dig,



such as soil or loose earth, you can use your action to burrow into the ground, creating a small underground shelter for yourself. This shelter provides you with partial cover and protects you from environmental hazards, such as harsh weather conditions or falling debris, while you remain inside it. You can remain in the shelter for up to 8 hours, after which it collapses and you emerge from the ground.

**Pincer Precision:** When you hit a creature with an attack using your pincers, you can choose to make a Precision Strike. If you do, roll a d20. On a roll of 15 or higher, your attack is considered a critical hit, dealing double damage.

Additionally, when you score a critical hit with an attack using your pincers, you can choose to apply the effects of a single-enhancing feature or ability that you possess, such as a weapon enchantment or a class feature, to the damage dealt by the critical hit.

Once you use this feature, you can't use it again until you finish a short or long rest.

### **Scatterbug**

*Scatterbug, the Scatterdust Pokémon, #664 in the national Pokédex. The powder that covers its body regulates its temperature, so it can live in any region or climate.*

**Size:** Small

**Speed:** 30 Feet

**Ability Score Increase:** Your Dexterity score increases by 1.

**Compound Eyes:** You gain proficiency in the Perception skill. Additionally, you have advantage on Perception checks made to

detect hidden objects or creatures, as well as on Investigation checks made to scrutinize or examine detailed or intricate objects.

Finally, you can cast the *Detect Magic* spell once, without expending a spell slot. You regain the ability to cast it in this way after finishing a long rest.

**Temperature Regulation:** You gain resistance to cold and fire damage, reflecting your body's ability to regulate its temperature and protect itself from extreme climates.

Additionally, as an action, you can release a cloud of temperature-regulating powder around yourself, creating a 10-foot radius sphere centered on you. The area within the sphere becomes lightly obscured for 1 minute. Any creature that starts its turn within the sphere gains temporary hit points equal to your level.

Once you use this feature, you can't use it again until you finish a short or long rest.

## **ROCK TYPE POKÉMON**

### ***Rock Type Trait***

**Ability Score Increase:** Your Constitution score increases by 1.

**Rock Affinity:** You have advantage on Athletics checks made to climb or traverse rocky terrain, as well as on Constitution saving throws made to resist exhaustion caused by environmental effects such as extreme heat or cold.

**Natural Armor:** Your rocky exterior provides you with natural armor. While you are not wearing armor, your Armor Class equals 12 + your Constitution modifier.

**Solid Resilience:** You gain resistance to non-magical bludgeoning, piercing, and slashing damage, reflecting your sturdy and rugged exterior. Additionally, when you are subjected to an effect that would move you against your will, such as a shove or a gust of wind, you can use your reaction to make a Strength saving throw with advantage to resist being moved. If you succeed, you remain in your current position.

**Rocky Endurance:** You have advantage on saving throws against effects that would cause exhaustion, such as extreme heat, cold, or lack of food and water. Furthermore, when you complete a short rest, you can spend hit dice to regain hit points as if you had completed a long rest. Once you use this feature, you can't use it again until you finish a long rest.

**Language:** You can speak, read, and write Common and one extra language of your choice.

These traits reflect the characteristics commonly associated with Rock type Pokémon, such as their resilience, affinity for rocky terrain, and natural armor. Adjustments can be made based on the specific needs and balance of your game.

## Rock Pokémon Examples

### **Bonsly**

*Bonsly, the Bonsai Pokémon, #438 in the national Pokédex. In order to adjust the*

*level of fluids in its body, it exudes water from its eyes. This makes it appear to be crying.*

**Size:** Small

**Speed:** 25 Feet

**Ability Score Increase:** Your Constitution score increases by 1.

**Rock Head:** You gain resistance to non-magical bludgeoning damage, reflecting your spoiled and sturdy nature.

Additionally, when you use the Dash action to move at least 20 feet straight toward a target and hit it with a melee weapon attack on the same turn, you can use a bonus action to attempt to shove the target with your solid head. The target must make a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier or be knocked prone.

Once you use this feature, you can't use it again until you finish a short or long rest.

**Fluid Regulation:** As an action, you can exude water from your eyes in a controlled manner. This water can be used for a variety of utility purposes, such as extinguishing small fires, watering plants, cleaning surfaces, or providing a drink to yourself or others.

Furthermore, you have advantage on Persuasion checks when attempting to elicit sympathy or empathy from others by appearing to cry. This can be useful in social situations to manipulate emotions or gain assistance from sympathetic individuals.

Once you use this feature, you can't use it again until you finish a short or long rest.

**Solid Composure:** You can spend 1 minute in meditation to center yourself and regain your composure. Once you do so, you can choose one creature within 30 feet of you that can see or hear you. The chosen creature must make a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier.

On a failed save, the creature's emotional state is influenced by your calm presence, and it becomes indifferent toward hostile actions and less likely to engage in combat for the next hour. This effect ends early if the creature is attacked or threatened.

### ***Rockruff***

*Rockruff, the Puppy Pokémon, #744 in the national Pokédex. This Pokémon has lived with people since times long ago. It can sense when their friend is in the dumps and will stick close by their side.*

**Size:** Small

**Speed:** 30 Feet

**Ability Score Increase:** Your Strength score increases by 1.

**Vital Spirit:** You gain advantage on saving throws against being charmed or frightened, reflecting your steadfast nature. Additionally, once per short rest, when you would be reduced to 0 hit points but not killed outright, you can choose to drop to 1 hit point instead. You can't use this feature if you are reduced to 0 hit points by radiant damage or a critical hit.

**Loyal Companion:** You can use your action to focus your attention on a creature within 30 feet of you that you can see or hear. If the creature is experiencing negative

emotions such as sadness, fear, or distress, you can use your presence to help alleviate those emotions. The target creature gains advantage on saving throws against being frightened or charmed until the end of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

**Trusted Guardian:** When you are adjacent to an allied creature that is subjected to an attack, you can use your reaction to impose disadvantage on the attack roll, as you interpose yourself between your ally and the attacker, growling and baring your teeth to intimidate the assailant.

Once you use this feature, you can't use it again until you finish a short or long rest.

### ***Cranidos***

*Cranidos, the Head Butt Pokémon, #408 in the national Pokédex. A lifelong jungle dweller from 100 million years ago, it would snap obstructing trees with head butts.*

**Size:** Small

**Speed:** 30 Feet

**Ability Score Increase:** Your Strength score increases by 1.

**Mold Breaker:** You gain advantage on saving throws against effects that impose the paralyzed, restrained, or stunned conditions. Additionally, when you hit a creature with a melee attack, you can choose to ignore any resistances or immunities the target has to the damage dealt by that attack. Once you use this feature, you can't use it again until you finish a short or long rest.

**Primeval Charger:** When you make an Athletics check to break through obstacles such as doors, barricades, or weak walls using a charging headbutt, you add double your proficiency bonus to the check.

Additionally, when you use the Dash action on your turn, you can move through non magical difficult terrain without expending extra movement.

**Ancient Instincts:** You have a deep connection to the ancient past, granting you advantage on History checks made to recall information about ancient civilizations, prehistoric creatures, or historical events predating recorded history.

## GHOST TYPE POKÉMON

### *Ghost Type Traits*

**Ability Score Increase:** Your Charisma score increases by 1.

**Darkvision:** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Incorporeal Movements:** You can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object.

**Ethereal Resilience:** You have advantage on saving throws against being charmed or frightened.

**Terrifying Visage:** As a bonus action, you can project an aura of dread. Each creature

of your choice within 30 feet of you that can see you must succeed on a Wisdom saving throw or be frightened of you until the end of your next turn.

These traits reflect the ghostly nature of Ghost Type Pokémon, granting them ethereal abilities and a connection to the spirit realm. Adjustments can be made based on the specific needs and balance of your game.

**Language:** You can speak, read, and write Common and one extra language of your choice.

## Ghost Pokémon Examples

### *Misdreavus*

*Misdreavus, the Screech Pokémon, #200 in the national Pokédex. A Misdreavus frightens people with a creepy, sobbing cry. It apparently uses its red spheres to absorb the fear of foes as its nutrition.*

**Size:** Small

**Speed:** 30 Feet

**Ability Score Increase:** Your Charisma score increases by 1.

**Frightening Cry:** When you use your action to unleash your frightening cry, each creature of your choice within 30 feet of you that can hear you must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn. The DC for this saving throw equals to 8 + your Charisma modifier + your proficiency bonus.

Whenever a creature becomes frightened by your frightening cry, you gain temporary

hit points equal to your Charisma modifier + your proficiency bonus.

Once you use this feature, you can't use it again until you finish a short or long rest.

**Levitate:** You gain a flying speed equal to your current walking speed. You gain resistance to all damage from non magical weapons. You can hover in place without needing to use any movement.

**Spectral Manipulation:** You can manipulate the ethereal energy surrounding you to create minor illusions and spectral effects. Once per long rest, you can cast the *minor illusion* cantrip without requiring material components. Your illusion often manifests as ghostly apparitions or eerie whispers.

### **Shuppet**

*Shuppet, the Puppet Pokémon, #353 in the national Pokédex. It loves to feed on feelings like envy and malice. Its upright horn catches the emotions of people.*

**Size:** Small

**Speed:** 30 Feet

**Ability Score Increase:** Your Dexterity score increases by 1.

**Insomnia:** You no longer require sleep. Instead of sleeping, you enter a meditative state, remaining semiconscious for 4 hours a day. After resting in this way, you gain the same benefits that a human does from 8 hours of sleep. You have advantage on saving throws against effects that would cause you to fall asleep or be charmed.

**Emotion Eater:** Whenever a creature within 30 feet of you fails a saving throw against an effect that causes fear, charm, or any

other negative emotion, you gain temporary hit points equal to your Charisma modifier (minimum of 1).

You have advantage on Intimidation and Deception checks made against creatures that are currently frightened, charmed, or under the effects of similar negative emotions.

**Ethereal Manipulator:** You can communicate telepathically with creatures that understand a language within 30 feet of you. This communication does not require a shared language and can extend to both the material and ethereal planes.

You gain proficiency in the Arcana skill. If you are already proficient in Arcana, you can double your proficiency bonus when making Arcana checks related to spirits, ghosts, or other ethereal phenomena.

You have advantage on saving throws against effects that would banish you to another plane or affect your incorporeal form, such as the *banishment* spell or effects that turn undead.

### **Duskull**

*Duskull, the Requiem Pokémon, #355 in the national Pokédex. It loves the crying of children. It startles bad kids by passing through walls and making them cry.*

**Size:** Small

**Speed:** 25 Feet

**Ability Score Increase:** Your Wisdom score increases by 1.

**Levitate:** You gain a flying speed equal to your current walking speed. You gain resistance to all damage from non magical

weapons. You can hover in place without needing to use any movement.

**Haunting Presence:** As an action, you can channel your eerie aura, causing creatures within 30 feet of you that can see or hear you to make a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Wisdom modifier. On a failed save, a creature becomes frightened of you for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Once you use this feature, you can't use it again until you finish a short or long rest.

**Spectral Observer:** You have advantage on saving throws against being charmed or frightened by undead creatures or other creatures with an inherently spectral nature.

You can spend 10 minutes in meditation to attune your senses to the ethereal realm. During this time, you can perceive ghosts, spirits, and other incorporeal beings that are normally invisible or hidden. This ability lasts for 1 hour.

## DRAGON TYPE POKÉMON

### *Dragon Type Trait*

**Ability Score Increases:** Your Charisma score increases by 1.

**Draconic Reflexes:** Your reflexes are heightened, allowing you to react swiftly to danger. You gain a +2 bonus to initiative rolls.

**Dragon's Grace:** You gain proficiency in the Acrobatics skill. Additionally, you have advantage on Dexterity saving throws made to avoid falling prone.

**Dragon's Roar:** As an action, you can let out a fearsome roar, instilling fear in your enemies. Each creature of your choice within 30 feet of you that can hear you must make a Wisdom saving throw against a DC of 8 + your proficiency bonus + your Charisma modifier. On a failed save, a creature becomes frightened of you for 1 minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you use this ability, you can't use it again until you complete a short or long rest.

**Dragon's Fury:** You tap into the primal rage of a Dragon-Type Pokémon. Once per short rest, when you make a melee weapon attack, you can add your Charisma modifier to the attack and damage rolls.

**Language:** You can speak, read, and write Common and one extra language of your choice.

These traits capture the essence of Dragon type Pokémon in the Pokémon franchise, focusing on their agility, intimidation, and mystical powers, rather than strictly adhering to D&D's traditional lore of dragons. Adjustments could be made based on campaign needs and DM discretion.

## Dragon Pokémon Examples

### **Dratini**

*Dratini, the Dragon Pokémon, #147 in the national Pokédex. It is called the “Mirage Pokémon” because so few have seen it. Its shed skin has been found.*

**Size:** Medium

**Speed:** 30 Feet

**Ability Score Increase:** Your Dexterity score increases by 1.

**Shed Skin:** Once per long rest, as a reaction when you fail a saving throw against a condition (such as poisoned, paralyzed, or restrained), you can immediately attempt to remove that condition. Roll a flat d20. On a roll of 10 or higher, the condition is removed, and you regain hit points equal to your character level. On a roll of 9 or lower, the condition remains, and you do not regain hit points.

Additionally, you have advantage on saving throws against effects that would petrify or transform you.

**Mirage:** You gain proficiency in the Stealth skill. While in natural environments, such as forests, mountains, or bodies of water, you can take the Hide action as a bonus action, even if you are lightly obscured.

You have advantage on Stealth checks made to hide or remain unseen, especially in areas where visibility is limited or obscured.

**Serpentine Grace:** You have advantage on Performance checks made to impress others with your graceful movements, whether it's through dance, gestures, or other forms of artistic expression.

Once per long rest, you can use your serpentine grace to perform a mesmerizing display of agility and poise. As an action, you can make a Performance check contested by the Insight checks of creatures within 30 feet of you. If you succeed, those creatures become captivated by your display, granting you advantage on Charisma-based ability checks and saving throws against them for the duration of the encounter. This effect lasts for up to 1 minute or until a creature takes any damage or witnesses any hostile actions from you or your allies.

### **Bagon**

*Bagon, the Rock Head Pokémon, #371 in the national Pokédex. Dreaming of one day flying, it practices by leaping off cliffs every day.*

**Size:** Small

**Speed:** 30 Feet

**Ability Score Increase:** Your Strength score increases by 1.

**Rock Head:** You gain resistance to bludgeoning damage. When you use the Dash action on your turn and move at least 20 feet straight toward a target and then hit it with a melee weapon attack on the same turn, that target must succeed on a Strength saving throw (DC 8 + your Strength modifier + your proficiency bonus) or be knocked prone.

**Cliff Leaper:** You gain proficiency in the Athletics skill. If you are already proficient in Athletics, you gain expertise instead. When making a long jump, add your Strength modifier to the distance jump. You have advantage on saving throws against



being frightened, as your dreams of flight grant you unwavering resolve.

**Ancient Guardian:** You have advantage on saving throws against being charmed or frightened by creatures that have a connection to ancient lore, such as dragons, ancient beings, or creatures of legend.

Once per long rest, you can spend 10 minutes meditating at a site of ancient significance or studying an ancient artifact to gain insight into its history or purpose. The DM may provide you with relevant information or clues about the site or artifact's origins, powers, or previous owners.

### **Axew**

*Axew, the Tusk Pokémon, #610 in the national Pokédex. They use their tusks to crush the berries they eat. Repeated regrowth makes their tusks strong and sharp.*

**Size:** Small

**Speed:** 30 Feet

**Ability Score Increase:** Your Constitution score increases by 1.

**Unnerve:** Whenever a hostile creature starts its turn within 30 feet of you, it must make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or be frightened until the start of its next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

**Berry Crusher:** Your repeated regrowth of tusks has made them exceptionally adept at crushing berries. You gain the following benefits:

**Berry Connoisseur:** You have a keen sense of identifying and harvesting berries. You can identify any berry you come across and discern its properties without needing to taste it.

**Regenerative Feast:** When you consume a berry as part of a short rest, you gain additional hit points equal to twice your level.

**Draconic Scholar:** You gain proficiency in one skill of your choice from the following list: History, Arcana, Nature, or Investigation.

Additionally, once per long rest, you can spend 10 minutes in quiet contemplation to gain advantage on an Intelligence-based ability check or saving throw.

## **DARK TYPE POKÉMON**

### ***Dark Type Trait***

**Ability Score Increases:** Your Dexterity score increases by 1.

**Darkvision:** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Shadow Stealth:** You have a natural affinity for blending into shadows and darkness, allowing you to move exceptional stealth even in areas of dim light. When you attempt to hide while you are only lightly obscured by dim light, you can do so without needing to be fully concealed.

Additionally, you gain advantage on Stealth checks made to hide in areas of darkness.

**Menacing Presence:** Your presence exudes an aura of intimidation and foreboding, instilling fear in those around you. You gain proficiency in the Intimidation skill if you don't already have it.

Additionally, when you make an Intimidation check to frighten a creature, you can add double your proficiency bonus to the roll, instead of your normal proficiency bonus.

**Honed Senses:** You gain advantage on Perception checks that rely on hearing or smell. Additionally, you have advantage on saving throws against being blinded or deafened.

**Language:** You can speak, read, and write Common and one extra language of your choice.

These traits emphasize the stealthy and intimidating nature often associated with Dark type Pokémon in the Pokémon games. It grants abilities like Darkvision, proficiency in Stealth, and advantage on Intimidation checks to reflect these characteristics. Adjustments could be made based on campaign needs and DM discretion.

## Dark Pokémon Examples

### **Umbreon**

*Umbreon, the Moonlight Pokémon, #197 in the national Pokédex. When darkness falls, the rings on its body begin to glow, striking fear in the hearts of anyone nearby.*

**Size:** Medium

**Speed:** 30 Feet

**Ability Score Increase:** Your Dexterity score increases by 1.

**Synchronize:** When you are afflicted by a condition such as paralysis, sleep, or poison, a creature that inflicted that condition upon you becomes afflicted by the same condition if it fails a Wisdom saving throw against your spell save DC.

Additionally, if a creature within 30 feet of you is affected by a condition such as paralysis, sleep, or poison, you can use your reaction to attempt to transfer that condition back to the creature that inflicted it. The creature must succeed on a Wisdom saving throw against your spell save DC or become afflicted by the same condition. You can use this feature once, and you regain the ability to do so after finishing a long sleep.

**Moonlight Shroud:** You can channel the mystical energy of the moon to cloak yourself and your allies in protective darkness. As an action, you can create an aura of shadowy energy that extends out to a radius of 15 feet, centered on yourself. The aura lasts for 1 minute or until you are incapacitated.

While the aura is active, you and the friendly creatures within it have advantage on saving throws against being blinded, charmed, frightened, or paralyzed.

Additionally, any hostile creature that starts its turn within the aura must make a Wisdom saving throw against your spell save DC or be frightened until the start of

its next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

**Lunar Guardian:** When you are within 30 feet of a friendly creature that is surprised or unaware of imminent danger, you can use your reaction to alert them to the threat granting them advantage on their initiative roll for the first round of combat.

Additionally, when you take the Help action to aid a friendly creature in combat, you do so with an aura of protective energy, inspiring confidence and resolve in your allies. Any friendly creature that receives the benefits of your Help action gains temporary hit points equal to your Charisma modifier (minimum of 1), representing the bolstering effect of your presence and guidance.

### **Poochyena**

*Poochyena, the Bite Pokémon, #261 in the national Pokédex. It chases its prey until the victim becomes exhausted. However, it turns tail if the prey strikes back.*

**Size:** Small

**Speed:** 30 Feet

**Ability Score Increase:** Your Dexterity score increases by 1.

**Quick Feet:** When you are subjected to an effect that would reduce your speed, such as difficult terrain or restrained condition, you can use your reaction to halve the speed reduction until the start of your next turn.

You have advantage on Dexterity saving throws to avoid being knocked prone or restrained.

**Relentless Pursuit:** When you make a melee attack against a creature that has moved at least 10 feet on its turn, you can use a bonus action to attempt to trip them. The target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength or Dexterity modifier) or be knocked prone.

Once per short rest, when a creature hits you with an attack while you are concentrating on maintaining a spell, you can use your reaction to make a Wisdom saving throw with a DC equal to 10 or half the damage taken, whichever is higher. On a success, you maintain concentration on the spell.

**Pack Guardian:** When an ally within 5 feet of you is hit by an attack, you can use your reaction to impose disadvantage on the attack roll, as you interpose yourself between your ally and the attacker. Once you use this feature, you can't use it again until you finish a short or long rest.

### **Zorua**

*Zorua, the Tricky Fox Pokémon, #570 in the national Pokédex. It changes into the forms of others to surprise them. Apparently, it often transforms into a silent child.*

**Size:** Small

**Speed:** 30 Feet

**Ability Score Increase:** Your Dexterity score increases by 1.

**Illusion:** As an action, you can magically shift your appearance to look like another creature of your size or smaller that you have seen before, or back into your true form. This transformation lasts for 1 hour,

until you die, or until you dismiss it as a bonus action. While transformed, you gain advantage on Stealth checks made to hide. Once you use this trait, you can't use it again until you finish a short or long rest.

**Mischievous Nature:** You have advantage on Sleight of Hand checks made to perform acts of minor trickery, such as pickpocketing, palming small objects, or performing sleight of hand tricks.

Additionally, you can mimic the sounds of other creatures and common objects with uncanny accuracy. You have advantage on Deception checks made to imitate voices or sounds.

**Playful Distractor:** You excel at diverting attention and causing distractions. As a bonus action, you can create a minor distraction within 30 feet of you, such as knocking over a small object or making a sudden noise. Creatures of your choice within range must succeed on a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier or become distracted until the end of your next turn, granting advantage on attacks against them.

### **Purrloin**

*Purrloin, the Devious Pokémon, #509 in the national Pokédex. Its cute act is a ruse. When victims let down their guard, they find their items taken. It attacks with sharp claws.*

**Size:** Small

**Speed:** 30 Feet

**Ability Score Increase:** Your Dexterity score increases by 1.

**Unburden:** When you use your Disengage action on your turn, your movement speed increases by 10 feet until the end of your turn.

When you successfully use the Disengage action, you can take the Dash action as a bonus action on the same turn. Once you use this feature, you can't use it again until you finish a short or long rest.

**Deceptive Prowess:** When you make a Deception check to deceive others or create a distraction, you can add your proficiency bonus twice instead of once, if you are not proficient with the Deception skill, you gain proficiency in it.

Additionally, you gain proficiency in the Sleight of Hand skill.

**Master of Mischief:** You have advantage on Persuasion checks made to charm or convince others to engage in playful or mischievous activities with you.

Additionally, you gain proficiency in the Performance skill.

## **STEEL TYPE POKÉMON**

### ***Steel Type Trait***

**Ability Score Increases:** Your Constitution score increases by 1.

**Steel Body:** You have resistance to non-magical bludgeoning damage.

**Metallic Resilience:** You have advantage on saving throws against being poisoned and resistance to poison damage.

**Mettle of Steel:** Once per long rest, when you fail a saving throw, you can choose to reroll it and must use the new roll.

**Iron Will:** You have advantage on saving throws against being charmed or frightened.

**Languages:** You can speak, read, and write Common and one other language of your choice.

These traits reflect a Steel type Pokémon's defensive nature and resilience in battle, as well as its association with metalworking and craftsmanship. Adjustments can be made based on the campaign setting.

## Steel Pokémon Examples

### ***Klink***

*Klink, the Gear Pokémon, #599 in the national Pokédex. Interlocking two bodies and spinning around generates the energy they need to live.*

**Size:** Small

**Speed:** 30 Feet

**Ability Score Increase:** Your Intelligence score increases by 1.

**Gear Link:** You possess a telepathic link with other constructs or artificial beings, allowing you to communicate simple ideas and commands with them. This link operates within a range of 30 feet and does not require verbal or visual communication.

You can use this telepathic link to coordinate actions with other constructs, share information, or convey basic instructions. However, the complexity of the

messages that can be conveyed is limited, typically restricted to simple concepts or commands.

**Clear Body:** You gain advantage on saving throws against effects that would reduce your speed, impose disadvantage on your attacks, or otherwise hinder your mobility or actions.

Additionally, once per long rest, you can use your reaction to shrug off a debilitating condition such as paralysis, restrained, or petrified, ending it immediately.

**Interlocking Energy:** As an action, you can interlock with an adjacent willing creature, forming a temporary bond. While interlocked, you and the creature gain temporary hit points equal to your level + your Constitution modifier. These temporary hit points last for 1 hour or until depleted.

Additionally, while interlocked, you and the creature gain advantage on Athletics checks and Acrobatics checks made to resist being moved or knocked prone.

### ***Cufant***

*Cufant, the Copperderm Pokémon, #878 in the national Pokédex. It digs up the ground with its trunk. It's also very strong, being able to carry loads of over five tons without any problem at all.*

**Size:** Medium

**Speed:** 30 Feet

**Ability Score Increase:** Your Strength score increases by 1.

**Trunk Grapple:** You have a prehensile trunk that you can use to manipulate objects and creatures with remarkable dexterity. You

have proficiency in the Athletics skill when using your trunk to grapple objects or creatures.

**Sheer Force:** Whenever you hit a creature with a melee weapon attack, you can choose to activate *Sheer Force*. If you do, your attack deals extra damage equal to your proficiency bonus.

**Unyielding Strength:** Your strength knows no bounds, allowing you to carry heavy loads effortlessly. You can carry up to five times your Strength score in pounds without being encumbered, and you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

### ***Orthworm***

*Orthworm, the Earthworm Pokémon, #968 in the national Pokédex. When attacked, this Pokémon will wield the tendrils on its body like fists and pelt the opponent with a storm of punches.*

**Size:** Medium

**Speed:** 30 Feet

**Ability Score Increase:** Your Strength score increases by 2.

**Earth Eater:** You can spend 1 minute consuming loose earth, sand, or gravel from the ground within 5 feet of you. For each minute spent consuming, you gain temporary hit points equal to your level, up to a maximum equal to your Constitution modifier (minimum of 1). These temporary hit points last for 1 hour or until depleted.

**Tendrill Barrage:** When you are hit by a melee attack from a creature within 5 feet of you, you can use your reaction to make a

melee attack with your tendrils against that creature. If the attack hits, it deals damage equal to 1d6 + your Strength modifier.

**Burrowing:** You have a burrowing speed of 10 feet. You can burrow through loose earth, sand, or gravel but not solid stone.

## **FAIRY TYPE POKÉMON**

### ***Fairy Type Trait***

**Ability Score Increase:** Your Charisma score increases by 1

**Fairy Glamour:** You can use your action to create an illusory appearance of yourself within 30 feet of you. This illusion lasts for 1 minute or until you dismiss it as a bonus action. While the illusion lasts, you can see through its eyes and hear through its ears as if you were in its space.

As an action, you can cause the illusion to make a Deception check to create a distraction or deceive others. The DC for this check equals 8 + your proficiency bonus + your Charisma modifier.

**Fairy Resistance:** You have resistance to damage from the poison condition and advantage on saving throws against poison.

**Aura of Grace:** You emit an aura of serene charm. Friendly creatures within 10 feet of you have advantage on Persuasion checks.

**Fey Ancestry:** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Languages:** You can speak, read, and write Common and one other language of your choice.

These traits capture the essence of Fairy type Pokémon, granting abilities related to charm, magic, and whimsy, while also reflecting their fey ancestry and resilience against certain types of harm. Adjustments could be made based on the specific campaign setting and balance considerations.

## Fairy Pokémon Examples

### Sylveon

*Sylveon, the Intertwining Pokémon, #700 in the national Pokédex. When this Pokémon sights its prey, it swirls its ribbonlike feelers as a distraction. A moment later, it pounces.*

**Size:** Medium

**Speed:** 30 Feet

**Ability Score Increase:** Your Charisma score increases by 2.

**Cute Charm:** When a creature you can see within 30 feet of you hits you with an attack, you can use your reaction to cause that creature to make a Wisdom saving throw against your spell save DC. On a failed save, the creature is charmed by you until the end of its next turn or until it deals damage to you. Once you use this trait, you can't use it again until you finish a short or long rest.

**Ribbon Distractions:** As a bonus action on your turn, you can swirl your ribbonlike feelers in a mesmerizing pattern, creating a distraction. Choose one creature you can see within 30 feet of you. That creature must succeed on a Wisdom saving throw against your spell save DC or become distracted

until the start of your next turn. A distracted creature has disadvantage on attack rolls against targets other than you and has disadvantage on Perception checks.

**Graceful Elegance:** You have advantage on Persuasion checks made to interact with creatures who are friendly or neutral. Your graceful demeanor and charming presence make it easy for you to win hearts and minds.

### Flabébé

*Flabébé, the Single Bloom Pokémon, #669 in the national Pokédex. It draws out and controls the hidden power of flowers. The flower Flabébé holds is most likely part of its body.*

**Size:** Tiny

**Speed:** 30 Feet

**Ability Score Increase:** Your Wisdom score increases by 1.

**Flower Shield:** As a reaction when you are hit by an attack, you can use your flower to create a protective shield. This shield grants you a +2 bonus to AC against the triggering attack, potentially causing it to miss. Once you use this feature, you can't use it again until you finish a short or long rest.

**Flower Veil:** As a reaction when an ally within 30 feet of you takes damage, you can use your flower to create a protective barrier. The ally gains resistance to that damage type until the start of your next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

**Flower Bond:** You can communicate telepathically with your flower, allowing you



to share thoughts, emotions, and sensations with it. While communicating in this way, you gain advantage on Persuasion checks when interacting with creatures that have a fondness for flowers or nature.

Additionally, your flower reacts to your emotions, changing its color and scent accordingly. You can use this ability to convey messages or emotions to those around you, granting you advantage on Performance checks when using your flower's display as part of performance or social interaction.

### ***Snubbull***

*Snubbull, the Fairy Pokémon, #209 in the national Pokédex. Although it looks frightening, it is actually kind and affectionate. It is very popular among women.*

**Size:** Small

**Speed:** 30 Feet

**Ability Score Increase:** Your Charisma score increases by 2.

**Intimidation:** You gain proficiency in the Intimidation skill.

When you use the Intimidation skill to scare someone, you can choose to exert your presence more forcefully. If you do, the target of your intimidation suffers disadvantage on their Wisdom saving throw to resist being frightened by you.

**Affectionate Demeanor:** When interacting with creatures that are not hostile towards you, you have advantage on Persuasion checks made to persuade them, provided your intentions are benevolent.

**Tenacious Bite:** When you hit a creature with a melee attack, you can choose to attempt to grapple the target with a bite as a bonus action. The target must make a Strength saving throw contested by your Athletics or Acrobatics check. On a failed save, the target is grappled by you until the grapple ends.

## **MULTI TYPE POKÉMON**

### **Primary and Secondary Types:**

Multi-Type Pokémon have both a primary and a secondary type reflecting their dual nature. The primary type represents the Pokémon's main focus and strengths, while the secondary type provides additional flavor and abilities.

You or your DM may decide which type is your Primary, and which is your Secondary.

- **Feats and Ability Selection:** When choosing your Pokémon, your typing traits and feats are a total of 4.

Your Primary Typing, for Example, Fire, you get to choose 3 Feats from the Fire Type Traits features. You then get to choose 1 feat from your secondary typing, another example is flying. This could lead to:

### **Fire/Flying Type Example:**

***Primary Fire, Secondary Flying Trait***

**Blazing Speed:** Your base walking speed increases by 5 feet.

**Fiery Temperaments:** You have disadvantage on saving throws against

effects that would reduce your movement speed, and you have advantage on saving throws against being frightened.

**Pyromancy:** You learn the *control flames* cantrip. This cantrip doesn't count against the number of cantrips you know.

**Flight:** You have a flying speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.

**Languages:** You can speak, read, and write Common and one other language of your choice.

**GM Discretion:** Game Masters have the final say on which feats and traits are available to multi-type Pokémon in their campaigns. They may adjust or modify existing options to better fit the campaign setting and maintain balance.

## Multi-Type Pokémon Examples

### ***Littleo***

*Littleo, the Lion Cub Pokémon, #667 in the national Pokédex. They set off on their own from their pride and live by themselves to become stronger. These hot-blooded Pokémon are quick to fight.*

**Size:** Small

**Speed:** 30 Feet

**Ability Score Increase:** Your Dexterity score increases by 1.

**Rivalry:** When you make a melee attack against a creature of the same gender as you or a creature of the opposite gender with a higher Strength or Dexterity score

than yours, you can choose to gain advantage on the attack roll.

**Lone Hunter:** When you roll initiative and are not surprised, you can make a single weapon attack as a reaction against a creature within 5 feet of you that you can see, provided you have a melee weapon drawn.

Once per short rest, when you hit a creature with a melee weapon attack, you can add your proficiency bonus to the damage roll.

**Prideful Roar:** You have advantage on Intimidation checks made to assert dominance or instill fear in creatures that can hear your roar or see your display of bravado.

Once per long rest, when you make a Persuasion or Intimidation check during social interaction, you can add your proficiency bonus to the roll after seeing the result, but before the DM determines the outcome.

### ***Gible***

*Gible, the Land Shark Pokémon, #443 in the national Pokédex. It nests in small, horizontal holes in cave walls. It pounces to catch prey that stray too close.*

**Size:** Small

**Speed:** 30 Feet

**Ability Score Increase:** Your Strength score increases by 1.

**Sand Veil:** While you are in a sandy or dusty environment, you can use your action to camouflage yourself against the terrain. Until you move or take an action other than Dodge, you are effectively invisible to any

creature that relies on sight to see you, provided that you remain motionless and obscured by sand or dust. The effect lasts until the start of your next turn or until you move or take an action other than Dodge.

Additionally, you have advantage on Stealth checks made to hide or remain hidden in sandy or dusty environments.

**Cave Dweller:** While in an area of dim light or darkness, you have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet.

Additionally, when you use your action to Dash, you can use a bonus action to make a melee weapon attack. If you hit, deal additional damage equal to your strength modifier.

**Lil' Chompers:** You are able to make precise and calculated attacks with your jaws. When you hit a creature with a Bite attack, you can reroll any damage dice that rolls a 1, but you must use the new roll, even if it is another 1.

### Wooper

*Wooper, the Water Fish Pokémon, #194 in the national Pokédex. When walking on land, it covers its body with a poisonous film that keeps its skin from dehydrating.*

**Size:** Small

**Speed:** 30 Feet

**Ability Score Increase:** Your Constitution score increases by 1.

**Water Absorb:** When you are hit by a Water-Type attack, you can use your reaction to absorb the water, negating the damage and gaining temporary hit points

equal to half the damage you would have taken. These temporary hit points last for 1 minute or until depleted, whichever comes first. Once you use this feature, you cannot use it again until you finish a short or long rest.

**Toxic Film:** Once per short rest, as an action, you can exude a toxic film from your skin. Creatures within 5 feet of you must succeed on a Constitution saving throw against your spell save DC or become poisoned for 1 minute. They can repeat the saving throw at the end of each of their turns, ending the effect on a success.

### Emolga

*Emolga, the Sky Squirrel Pokémon, #587 in the national Pokédex. The energy made in its cheeks' electric pouches is stored inside its membrane and released while it is gliding.*

**Size:** Small

**Speed:** 30 Feet

**Ability Score Increase:** Your Dexterity score increases by 2.

**Static:** You can use your reaction to release a burst of static electricity when a creature makes a melee attack against you. The attacking creature must succeed on a Dexterity saving throw (DC 8 + your Dexterity modifier + your proficiency bonus) or take 1d6 lightning damage. Once you use this feature, you can't use it again until you finish a short or long rest.

**Static Glide:** When you are gliding, you can choose to release stored electric energy from your cheek pouches. As a bonus action on your turn, you can release a burst of electric energy. Each creature of your choice

within 5 feet of you must make a Dexterity saving throw (DC 8 + your Dexterity modifier + your proficiency bonus) or take 1d6 lightning damage.

**Glider's Grace:** You gain proficiency in the Acrobatics skill. Additionally, you can use your gliding abilities to perform aerial maneuvers that impress onlookers. When flying or gliding, you can make Acrobatics checks to perform tricks or stunts, such as loops, spins, or flips, adding flair to your movements and entertaining those who witness your aerial displays.

## EVOLUTION

Evolution is a pivotal aspect of Pokémon and their growth. Below are some general guidelines on how I will handle evolution, what Pokémon receive upon evolving, and how it may affect party dynamics.

While some documents have treated evolution as a mere stat boost, I believe this fails to capture the essence of evolution. When a Pokémon evolves, it undergoes a profound transformation, essentially becoming a new creature altogether. Although it retains some characteristics from its prior form, its Pokédex entry, abilities, and typings may change significantly.

With this in mind, I have decided to treat each evolution as a new species with its own unique traits. However, I understand that some players may not wish to lose their feats upon evolution, so I will offer two options:

**New Species Traits Evolution:** Upon evolving, Pokémon lose their three original

feats and gain three new feats related to their new body, Pokédex entry, and abilities. Additionally, they receive an additional Ability Score Increase, now offering a +2 modifier. (They only gain an additional Ability Score modifier on a second evolution; a third evolution does not increase the modifier.)

**Stats Increase Evolution:** When a Pokémon evolves, their feats use double their proficiency bonus instead of just once, and they receive an additional +1 Ability Score Increase. (They only gain an additional Ability Score modifier on a second evolution; a third evolution does not increase the modifier.)

Evolution is a significant event, so for more roleplaying-centered campaigns, it may be restricted to a **milestone** rule where the Dungeon Master determines the appropriate moment for evolution.

However, for campaigns focused on battles and experience, a simple mechanic is used: the Pokémon's evolution level in the Pokédex is divided by 5 (rounded up if the result is a decimal/fraction).

**For example,** Shinx evolves at level 15 according to the Pokédex. Using these rules, 15 divided by 5 equals 3, meaning Shinx will evolve into Luxio at level 3 in D&D 5e.

## HOW TO ADD YOUR FAVORITE POKÉMON

Every single one of these Pokémon examples followed a clear template, one that you can follow as well to create specific

features for your favorite Pokémon! Here is the template I've been following:

**<Template>**

*<Template>, the <Template> Pokémon,  
<Pokédex number> in the national Pokédex.  
<Insert Pokédex entry of choice>.*

**Size: <Your discretion>**

**Speed: <Your discretion>**

**Ability Score Increase:** Your <Ability of your choice> score increases by <1 if it has an evolution and has not yet evolved, 2 if it has evolved or has no evolution>.

**<One Pokémon Ability Feat Example:  
Intimidation, Water Absorb, Unnerve,  
etc>:**

**<One Feat based on the Pokédex entry  
you chose>:**

**<One Feat that is meant to be  
Utility/Roleplaying based>:**

## CHAPTER 2: POKÉMON MOVES



### Prologue:

Pokémon moves play a crucial role in defining a Pokémon's identity. While they may not be the primary focus for those who prefer spells, cantrips, and other abilities offered by D&D 5e, many players seek to incorporate a more natural Pokémon approach to complement their class abilities and feats. The aim of this chapter is to provide Pokémon moves as flavorful options for players without overshadowing their preferred style of spellcasting, melee combat, or ranged attacks.

However, it's worth noting that later in this compendium, I will be collaborating with

Neek0 to create subclasses that specialize in Pokémon moves and enhance their power.

### MOVE SLOTS

In the "Additional Features & Traits" section of your character sheet, you will designate your move slots. You can select 4 moves from your Move Pool based on your level, and the move list agreed upon by you and/or your DM. It's important to consider that each generation offers a different move pool for Pokémon, so discuss this with your DM when creating your character.

You can only have access to 4 Pokémon moves at a time but at the end of a long

rest, you can choose to exchange them for other Pokémon moves you know. Additionally, after a short or long rest, your Power Point usage for each Pokémon move will reset to full.

To Determine which Moves you have in your Move Pool, refer to the Pokédex list from your chosen generation, you gain access to those moves based on your level.

For example, Shinx learns the move Roar at level 20 according to the Pokédex. This means in D&D (dividing by 5), you will learn Roar at Level 4.

If your outcome of division isn't a whole number, round down to the next whole number.

For example, Litleo learns the move Headbutt at level 11, dividing by 5 equals 2.2. Round down to D&D Level 2, which is when Litleo will learn Headbutt.

## TM Moves/Move Tutor/Egg Moves

### Technical Machine Moves

Technical Machines (TMs) are tools in Pokémon that allow for Pokémon to learn new and unique moves they may not naturally learn.

When you use a Technical Machine or your campaign's form of a TM (May it be solely a Move Tutor, a Dojo, a Facility, or even magical scrolls or crystals that imbue with the knowledge), you are able to add that

move into your move pool on top of the moves you already know.

### Move Tutors

Move Tutors are important NPCs that teach Pokémon special moves.

When you learn from your campaign's form of a Tutor, you are able to add that move into your move pool on top of the moves you already know.

### Egg Moves

Egg moves in Pokémon are moves passed down from a Pokémon breeding pair to their offspring. This can happen in one or four different ways. If both parents know one move or more moves that their offspring could learn, the offspring will have that move.

In your campaign, you can discuss with your DM about your Pokémon's origins and lineage to add an Egg Move to your starting out Move Pool.

## SPECIAL MOVES

Assigning an Ability Score Modifier for special moves from Pokémon in D&D 5e varies on the nature of the move and how it aligns with the mechanics of the game. Important considerations to make when creating one.

**Move Category:** Determine whether the special move aligns more closely with a physical action (like attacking with a weapon. Looking at you Secret Sword) or a mental action (like casting a spell). This will help determine which ability score modifier is more appropriate.



**Nature of the Move:** Consider the flavor and description of the move. Moves that rely on physical strength or agility may use Strength or Dexterity, while moves that require mental focus or manipulation of energy may use Intelligence, Wisdom, or Charisma.

**Consistency:** Maintain consistency across similar moves. Moves with similar effects or mechanics should use the same Ability Score Modifier for simplicity and ease of play.

I will be providing 25 examples of special moves, their Power Points usage (which is taking the Pokémon number for PP and dividing it by 5), damage type, attack type, modifier, etc. At the end of this section, I will provide a template for you to create your own Special Moves.

## Special Moves Examples

### **Gust**

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instantaneous

**Power Points:** 7 Uses every Short or Long Rest

You create a blast of wind that strikes one creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d6 bludgeoning damage + your spellcasting modifier and is pushed 10 feet away from you.

### **Vacuum Wave**

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instantaneous

**Power Points:** 6 Uses every Short or Long Rest

You unleash a sudden blast of compressed air, directed with precision at a target within range. Make a ranged spell attack against that target. On a hit, the target takes 1d8 force damage + your spellcasting modifier.

### **Thunder Shock**

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instantaneous

**Power Points:** 6 Uses every Short or Long Rest

You release a jolt of electricity at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 lightning damage + your spellcasting modifier, and it must succeed on a Constitution saving throw or be paralyzed until the end of its next turn.

### **Fairy Wind**

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instantaneous

**Power Points:** 6 Uses every Short or Long Rest

A wind infused with fairy energy rushes out from you in a 15-foot cone. Each creature in that area must make a Dexterity saving throw. A creature takes 2d6 force damage on a failed save, or half as much damage on a successful one.

### **Bubble**

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instantaneous

**Power Points:** 6 Uses every Short or Long Rest

You conjure a burst of soapy bubbles that shoot out in a 15-foot cone originating from you. Each creature in that area must make a Dexterity saving throw. A creature takes 2d6 bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, creatures that fail the save are covered in sticky residue, reducing their movement speed by 10 feet until the end of their next turn.

### **Acid**

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instantaneous

**Power Points:** 6 Uses every Short or Long Rest

You project a spray of acidic liquid at a target within range. The target must succeed on a Dexterity saving throw or take 2d6 acid damage. Additionally, on a failed save, the acid splashes in a 10-foot radius around the target, affecting all creatures and objects in that area. Each affected creature must succeed on a Dexterity saving throw or take half damage dealt to the initial target.

### **Water Gun**

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instantaneous

**Power Points:** 5 Uses every Short or Long Rest

You unleash a powerful jet of water at a target within range. Make a ranged spell attack against the target. On a hit, the

target takes 2d8 bludgeoning damage and is pushed back 10 feet away from you.

### **Powder Snow**

**Casting Time:** 1 Action

**Range:** 30-Foot Cone

**Duration:** Instantaneous

**Power Points:** 5 Uses every Short or Long Rest

You release a blast of freezing cold air in a 30-foot cone originating from you. Each creature in the cone must make a Dexterity saving throw. On a failed save, a target takes 2d6 cold damage and its speed is reduced by 10 feet until the end of its next turn.

### **Ember**

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instantaneous

**Power Points:** 5 Uses every Short or Long Rest

A flickering flame appears in your hand/paw. You target a creature that you can see within range, hurling the flame at it. Make a ranged spell attack against the target. On a hit, the target takes 2d6 fire damage.

### **Confusion**

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Concentration, up to 1 minute

**Power Points:** 5 Uses every Short or Long Rest

Choose one creature that you can see within range. The target must succeed on a Wisdom saving throw or be affected by

confusion for the duration. While confused, the target rolls a d10 at the start of each of its turns to determine its behavior for that turn:

- On a roll of 1, the target takes no action or movement and uses all its movement to move in a random direction
- On a roll of 2-6, the target doesn't move or take actions this turn
- On a roll of 7-10, the target can act normally

If the target takes any damage, it can repeat the Wisdom saving throw, ending the effect on a success.

### **Air Cutter**

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instantaneous

**Power Points:** 5 Uses every Short or Long Rest

You create a blade of compressed air that flies forward in a straight line up to 60 feet long and 5 feet wide. Each creature in that line must make a Dexterity saving throw. A creature takes 4d6 slashing damage on a failed save, or half as much damage on a successful one.

### **Absorb**

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instantaneous

**Power Points:** 5 Uses every Short or Long Rest

You extend your hand/paw toward a creature within range and unleash a surge of draining energy. Make a ranged spell attack against the target. On a hit, the target takes 2d8 necrotic damage, and you

regain hit points equal to half the damage dealt.

### **Water Pulse**

**Casting Time:** 1 Action

**Range:** 15-Foot Cone or 30-Foot Line

**Duration:** Instantaneous

**Power Points:** 4 Uses every Short or Long Rest

You unleash a pulsating blast of water in a 15-foot cone or a 30-foot line. Each creature in the area must make a Dexterity saving throw. On a failed save, a target takes 2d6 bludgeoning damage plus an additional 1d6 water damage. On a successful save, the target takes half as much damage.

### **Volt Switch**

**Casting Time:** 1 Action

**Range:** 15-Foot Cone or 30-Foot Line

**Duration:** Instantaneous

**Power Points:** 4 Uses every Short or Long Rest

You send a jolt of electricity towards a target within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 lightning damage and must succeed on a Constitution saving throw or become paralyzed until the end of its next turn.

### **Twister**

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Instantaneous

**Power Points:** 4 Uses every Short or Long Rest

You unleash a twisting tornado of wind in a 15-foot cone originating from you. Each

creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 2d6 bludgeoning damage and it is pushed 10 feet away from you. On a successful save, the creature takes half damage and isn't pushed.

### **Swift**

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instantaneous

**Power Points:** 4 Uses every Short or Long Rest

You summon a flurry of star-shaped projectiles that streak toward a target within range. Make a ranged spell attack against the target. On a hit, the target takes 2d6 + your Intelligence modifier force damage.

### **Aura Sphere**

**Casting Time:** 1 Action

**Range:** 90 Feet

**Duration:** Instantaneous

**Power Points:** 4 Uses every Short or Long Rest

You focus your aura into a sphere of energy and launch it at a target within range. Make a ranged spell attack against the target. On a hit, the target takes 3d8 force damage. Additionally, this target ignores cover.

### **Struggle Bug**

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Instantaneous

**Power Points:** 4 Uses every Short or Long Rest

You release a flurry of glowing energy that weakens the special attack of all creatures

within a 15-foot radius, including yourself. Each affected creature must make a Constitution saving throw. On a failed save, a creature's special attack damage is reduced by 1d6 until the end of its next turn. This reduction applies to both damaging spells and special attack moves. You also suffer this reduction.

### **Sonic Boom**

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instantaneous

**Power Points:** 4 Uses every Short or Long Rest

You unleash a blast of sonic energy at a single target within range. The target must make a Dexterity saving throw. On a failed save, the target takes 2d10 thunder damage. On a successful save, the target takes half as much damage.

### **Smog**

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instantaneous

**Power Points:** 4 Uses every Short or Long Rest

You release a cloud of poisonous gas at a single target within range. The target must succeed on a Constitution saving throw or take 2d6 poison damage and become poisoned until the end of its next turn. On a successful save, the target takes half as much damage and isn't poisoned.

### **Sludge**

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instantaneous

**Power Points:** 4 Uses every Short or Long Rest

You hurl a blob of toxic sludge at a creature within range. The target must make a Dexterity saving throw. On a failed save, it takes 2d8 poison damage and is poisoned until the end of its next turn. On a successful save, it takes half as much damage and isn't poisoned.

### **Shock Wave**

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Instantaneous

**Power Points:** 4 Uses every Short or Long Rest

You release a blast of electrical energy in a 15-foot line origination from you. Each creature in the line must make a Dexterity saving throw. On a failed save, a target takes 2d6 lightning damage, and the lightning arcs to up to two other targets within 5 feet of the original target. Each additional target must make a Dexterity saving throw, taking the same damage on a failed save. On a successful save, a target takes half as much damage, and the lightning does not arc.

### **Rising Voltage**

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Instantaneous

**Power Points:** 4 Uses every Short or Long Rest

You release a surge of electrical energy in a 30-foot line originating from you. Each creature in the line must make a Dexterity saving throw. On a failed save, a target takes 3d8 lightning damage. If the target is

standing on terrain that is affected by an electric field or is water, the damage is doubled to 6d8. On a successful save, target takes half as much damage.

### **Psybeam**

**Casting Time:** 1 Action

**Range:** 60 Feet

**Duration:** Instantaneous

**Power Points:** 4 Uses every Short or Long Rest

You fire a beam of psychic energy at a creature within range. The target must succeed on a Wisdom saving throw or take 4d6 psychic damage and become confused until the end of its next turn. On a successful save, the target takes half as much damage and isn't confused.

### **Fire Spin**

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** 1 Minute

**Power Points:** 3 Uses every Short or Long Rest

You create a vortex of fire that envelops the target in flames. The target must make a Dexterity saving throw. On a failed save, the target takes 3d6 fire damage at the start of each of its turns for the duration of the effect. The vortex lasts for 1 minute, and the target can make a Dexterity saving throw at the end of each of its turns, ending the effect on a success.

### **<Special Attack Template>**

**Casting Time:** 1 Action

**Range:** <Your Discretion>

**Duration:** <Your Discretion>

**Power Points:** <Pokémon Game Power Point divided by 5>

<Description of the move, type of damage or saving throws, and effects>

## PHYSICAL MOVES

Physical moves in Pokémon are those that involve direct physical contact with the opponent or the environment. These moves rely on a Pokémon's physical strength, agility, and combat prowess to deal damage or achieve their effects. In D&D 5e, Physical Moves can be represented using a similar framework, drawing upon the game's mechanics to determine their effectiveness.

**Damage Type.** Physical Moves typically deal bludgeoning, slashing, or piercing damage in the Pokémon games. In D&D 5e, these would correspond to the same damage types. When using a Physical Move, specify the damage type based on the move's nature. For example, Tackle might deal bludgeoning, while Bite could deal piercing damage.

**Attack Roll.** Physical moves require an attack roll to determine whether they hit the target. The attack roll is made using the Pokémon's proficiency bonus (if applicable) and the relevant ability score modifier, usually Strength for most Physical Moves. The attack roll is compared to the target's Armor Class (AC) to determine if the move hits.

**Damage Calculation.** Once a Physical Move hits its target, calculate the damage using appropriate damage dice for the move's power level. This might involve rolling a certain number of d6s or d8s, depending on the move's strength. Add the Pokémon's Strength modifier to the total damage dealt.

**Effects.** Some Physical Moves in Pokémon have secondary effects, such as causing status conditions or lowering the target's stats. To incorporate these effects into D&D 5e, consider adding additional mechanics or conditions to the move's description. For example, a move like Thunder Fang may inflict paralysis.

**Range and Targets.** Determine the range and targets of the Physical Move based on its description and mechanics. Moves like Tackle or Scratch might have a range of melee and target a single creature, while moves like Earthquake might have a larger area of effect and affect multiple creatures.

By following these guidelines, with 25 examples, on top of a template I shall provide at the end of this section should help you translate Physical Moves from Pokémon into D&D 5e mechanics and stats.

## Physical Moves Examples

### Tackle

**Range:** Melee

**Attack Roll:** Roll a d20 + Strength Modifier

**Power Points:** 8 Uses every Short or Long Rest

**Damage:** Roll 1d6 bludgeoning damage + Strength Modifier

You lunge forward, using your momentum to collide with an opponent, causing bludgeoning damage upon impact. It's a reliable and commonly used move, a rather straightforward maneuver.

### **Scratch**

**Range:** Melee

**Attack Roll:** Roll a d20 + Strength or Dexterity Modifier

**Power Points:** 8 Uses every Short or Long Rest

**Damage:** Roll 1d4 slashing damage + Strength or Dexterity Modifier

You slash at an opponent with sharp claws or appendages. Simple yet effective, often used by Pokémon with sharp claws or other similar appendages to inflict minor slashing damages on their adversaries.

### **Peck**

**Range:** Melee

**Attack Roll:** Roll a d20 + Dexterity Modifier

**Power Points:** 7 Uses every Short or Long Rest

**Damage:** Roll 1d6 piercing damage + Dexterity Modifier

A swift and precise attack where you jab your pointed beak or horn at an opponent. Commonly used by bird-like or horned Pokémon, aiming to puncture or pierce their foes with precision.

### **Shadow Sneak**

**Range:** Melee

**Attack Roll:** Roll a d20 + Dexterity Modifier

**Power Points:** 6 Uses every Short or Long Rest

**Damage:** Roll 1d6 physical damage + Dexterity Modifier

You blend into the shadows, swiftly darting forward to strike your target. It's often utilized by ghost-type Pokémon or those with stealthy abilities, allowing them to surprise their opponents with a sudden and unexpected attack from the shadows.

### **Quick Attack**

**Range:** Melee

**Attack Roll:** Roll a d20 + Dexterity Modifier

**Power Points:** 6 Uses every Short or Long Rest

**Damage:** Roll 1d6 bludgeoning damage + Dexterity Modifier

Swift and agile, you dart forward with remarkable speed to strike your target before they can react. Your incredible swiftness allows you to gain the upper hand in battle by striking first when the opponent least expects it.

If the target has not yet taken its turn in combat, Quick Attack has advantage on the attack roll.

### **Double Kick**

**Range:** Melee

**Attack Roll:** Roll a d20 + Strength Modifier

**Power Points:** 6 Uses every Short or Long Rest

**Damage:** Roll 1d6 bludgeoning damage + Dexterity Modifier

Double kick is a rapid succession of two powerful kicks delivered in quick succession. If you successfully land your first kick, you may roll a second attack roll to attempt to deal an additional 1d6 bludgeoning damage + Strength modifier.



### **Bullet Seed**

**Range:** 30 Feet

**Attack Roll:** Roll a d20 + Dexterity Modifier

**Power Points:** 6 Uses every Short or Long Rest

**Damage:** Roll 1d6 piercing damage + Dexterity Modifier

Bullet Seed launches a barrage of seeds at a target. You may spit multiple seeds rapidly, aiming at the opponent to deal damage. You may roll an additional attack roll on each successful hit up to three times.

### **Vine Whip**

**Range:** Melee

**Attack Roll:** Roll a d20 + Dexterity Modifier

**Power Points:** 5 Uses every Short or Long Rest

**Damage:** Roll 1d8 slashing damage + Strength Modifier

Vine Whip allows you to strike your target with long, whip-like vines. You extend or create vines from your body, striking at your foe with considerable force.

### **Razor Leaf**

**Range:** 30 Feet

**Attack Roll:** Roll a d20 + Dexterity Modifier

**Power Points:** 5 Uses every Short or Long Rest

**Damage:** Roll 1d8 slashing damage + Strength Modifier

Razor Leaf unleashes sharp-edged leaves or blades that are hurled at a target with great speed and accuracy. The leaves are razor-sharp and can cut through most defenses, making it a very powerful and precise ranged attack.

### **Flame Wheel**

**Range:** Melee

**Attack Roll:** Roll a d20 + Strength Modifier

**Power Points:** 5 Uses every Short or Long Rest

**Damage:** Roll 1d10 fire damage + Strength Modifier

Flame Wheel engulfs you in flames, allowing you to roll into your foe with fiery force. It deals significant fire damage upon impact and has a chance to ignite your foe.

A creature hit by Flame Wheel must make a Constitution saving throw or take an additional 1d4 fire damage at the beginning of each turn until they are unconscious or pass a Constitution saving throw.

### **Bite**

**Range:** Melee

**Attack Roll:** Roll a d20 + Strength or Dexterity Modifier

**Power Points:** 5 Uses every Short or Long Rest

**Damage:** Roll 1d8 piercing damage + Strength or Dexterity Modifier

Bite involves you clamping down on a target with your sharp teeth. It inflicts piercing damage and has the chance to knock the target prone. They must pass a Constitutional Saving Throw to avoid being knocked prone.

### **Spark**

**Range:** Melee

**Attack Roll:** Roll a d20 + Dexterity Modifier

**Power Points:** 4 Uses every Short or Long Rest

**Damage:** Roll 1d6 lightning damage + Dexterity Modifier

Spark involves you charging at a target while covered in electricity. It inflicts lightning damage with the chance to paralyze the target.

On a hit, your target must succeed a Constitution saving throw against your spell save DC or be paralyzed until the end of your next turn.

### **Slash**

**Range:** Melee

**Attack Roll:** Roll a d20 + Dexterity Modifier

**Power Points:** 4 Uses every Short or Long Rest

**Damage:** Roll 1d6 force damage + Dexterity Modifier

Shadow Punch is a ghost-type move that allows you to deliver a punch imbued with spectral energy. Bypassing physical obstacles and defensive buffs, making it a reliable choice for dealing consistent damage to foes.

### **Nuzzle**

**Range:** Melee

**Attack Roll:** Roll a d20 + Dexterity Modifier

**Power Points:** 4 Uses every Short or Long Rest

**Damage:** Roll 1d4 lightning damage + Dexterity Modifier

Nuzzle is an electric-type move that allows you to gently nuzzle against the target with charged cheeks, delivering a shock. On a successful hit, the target must succeed on a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus)

or become paralyzed until the end of its next turn.

### **Pursuit**

**Range:** Melee

**Attack Roll:** Roll a d20 + Dexterity Modifier

**Power Points:** 4 Uses every Short or Long Rest

**Damage:** Roll 1d6 dark damage + Dexterity Modifier

Pursuit is a dark-type move that allows you to anticipate the opponent's movement and strike them as they try to escape. If you target tries to flee during the same round that Pursuit is used, this move deals double damage.

### **Focus Punch**

**Range:** Melee

**Attack Roll:** Roll a d20 + Strength or Dexterity Modifier

**Power Points:** 4 Uses every Short or Long Rest

**Damage:** Roll 2d8 bludgeoning damage + Strength or Dexterity Modifier

Focus Punch is a powerful technique where you focus your energy to deliver a devastating blow. If you are not hit by an attack during the turn you use to prepare Focus Punch, it automatically hits the target and deals double damage.

### **Flame Charge**

**Range:** Melee

**Attack Roll:** Roll a d20 + Strength or Dexterity Modifier

**Power Points:** 4 Uses every Short or Long Rest

**Damage:** Roll 2d6 fire damage + Strength or Dexterity Modifier

Flame Charge is a swift and fiery attack where you charge at your opponent with intense flames. After successfully hitting your target, your speed increases by 5 feet for the duration of the encounter.

### **Bug Bite**

**Range:** Melee

**Attack Roll:** Roll a d20 + Strength or Dexterity Modifier

**Power Points:** 4 Uses every Short or Long Rest

**Damage:** Roll 2d6 piercing damage + Strength or Dexterity Modifier

Bug Bite is a quick and precise attack where the user bites the target with its sharp mandibles. If the target is holding a berry, the user consumes it and gains its effects.

### **Bone Club**

**Range:** Melee

**Attack Roll:** Roll a d20 + Strength or Dexterity Modifier

**Power Points:** 4 Uses every Short or Long Rest

**Damage:** Roll 2d8 bludgeoning damage + Strength or Dexterity Modifier

Bone Club is a powerful physical attack where you strike the target with a bone or bone-like object. On a critical hit, the target must succeed on a DC 12 Constitution saving throw or be stunned until the end of its next turn.

### **Aqua Jet**

**Range:** Melee

**Attack Roll:** Roll a d20 + Strength Modifier

**Power Points:** 4 Uses every Short or Long Rest

**Damage:** Roll 1d6 piercing damage + Strength Modifier

Aqua Jet is a swift and agile attack where you charge at the target with a jet of water. Due to its high speed, Aqua Jet always strikes before other moves. This attack always goes first in initiative order.

### **Thunder Fang**

**Range:** Melee

**Attack Roll:** Roll a d20 + Strength or Dexterity Modifier

**Power Points:** 3 Uses every Short or Long Rest

**Damage:** Roll 1d8 piercing damage + Strength or Dexterity Modifier

Thunder Fang is a powerful attack where you bite your target with electrified fangs. On a hit, the target must make a Constitution saving throw against a DC of 8 + your Strength or Dexterity modifier + your proficiency bonus. On a failed save, the target is paralyzed until the end of its next turn.

### **Leaf Blade**

**Range:** Melee

**Attack Roll:** Roll a d20 + Strength or Dexterity Modifier

**Power Points:** 3 Uses every Short or Long Rest

**Damage:** Roll 1d8 slashing damage + Strength or Dexterity Modifier

Leaf Blade is a powerful slashing attack where your tail, claw, or blade-like appendage glows with green energy before striking the target with incredible force. On a critical hit, the damage dice for this attack is doubled to a 4d8 damage roll.

### **Iron Tail**

**Range:** Melee

**Attack Roll:** Roll a d20 + Strength or Dexterity Modifier

**Power Points:** 3 Uses every Short or Long Rest

**Damage:** Roll 1d10 bludgeoning damage + Strength or Dexterity Modifier

Iron Tail is a powerful physical attack where your tail, appendage, or weapon becomes hard as iron before striking the target with immense force. On a hit, the target must succeed on a Dexterity saving throw (DC 8 + your proficiency bonus + your Strength or Dexterity

### **Dragon Claw**

**Range:** Melee

**Attack Roll:** Roll a d20 + Strength or Dexterity Modifier

**Power Points:** 3 Uses every Short or Long Rest

**Damage:** Roll 2d8 slashing damage + Strength or Dexterity Modifier

Dragon Claw is a powerful attack where you slash at the target with razor-sharp claws imbued with draconic energy. It delivers a precise and devastating blow, often leaving opponents with deep wounds.

### **Earthquake**

**Range:** 20-foot radius around the user

**Attack Roll:** Not required

**Power Points:** 2 Uses every Short or Long Rest

**Damage:** Roll 3d8 bludgeoning damage

Earthquake is a devastating physical attack that causes the ground to tremble violently, dealing damage to all nearby foes. All

creatures in the area must make a Dexterity saving throw. On a failed save, a creature takes full damage, on a successful save, it takes half damage.

### **<Physical Attack Template>**

**Range:** <Your Discretion>

**Attack Roll:** <Your Discretion>

**Power Points:** <Pokémon Game Power Point divided by 5>

**Damage:** <Your Discretion>

<Description of the move + any special effects it may have>

## **STATUS MOVES**

In D&D 5e, Status moves from Pokémon could be represented as abilities or effects that alter the conditions of battle or the state of the target or user. These moves can inflict status conditions, provide buffs or debuffs, or have other situational effects.

To translate Status Moves into D&D mechanics, each move is assigned specific effects and mechanics based on its function in the main line Pokémon games and Pokémon Mystery Dungeon games. For example, moves like “Poison Powder” might force a target to make a saving throw or be poisoned for a certain duration, while moves like “Sword Dance” could provide a temporary increase in attack power.

When a character uses a Status move, they typically make an attack roll or require the target to make a saving throw, depending on the nature of the move. The effects of the move are then applied to the outcome of the roll or save.

In this section, I'll be providing 25 examples of Status Moves plus a template to implement moves that may not be provided here you require or wish for.

## Status Moves Examples

### Howl

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Instantaneous

**Power Points:** 8 Uses every Short or Long Rest

You let out a fierce howl, bolstering your confidence and that of your allies. Until the end of your next turn, you and friendly creatures within 10 feet of you gain advantage on your next attack roll.

### Growl

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instantaneous

**Power Points:** 8 Uses every Short or Long Rest

You emit a menacing growl that unnerves foes. Choose one creature within range you can see or hear you. The target must make a Wisdom saving throw. On a failed save, the target's next attack roll is made with disadvantage.

### Defense Curl

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 1 Minute

**Power Points:** 8 Uses every Short or Long Rest

You tense your muscles and focus on defense, curling up into a defensive stance. For the duration, you gain a +1 bonus to your AC.

### Baton Pass

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Instantaneous

**Power Points:** 8 Uses every Short or Long Rest

You pass on the momentum of battle to an ally, allowing them to take your place in combat. Choose a willing creature within 5 feet of you. That creature can immediately move up to its speed and take one action.

### Poison Powder

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instantaneous

**Power Points:** 7 Uses every Short or Long Rest

You release a cloud of toxic spores in a 10-foot radius centered on a point within range. Each creature in that area must make a Constitution saving throw, taking 2d8 poison damage on a failed save, or half as much damage on a successful one.

### Tail Whip

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instantaneous

**Power Points:** 6 Uses every Short or Long Rest

You unleash a mesmerizing display by rapidly wagging your tail. Choose a creature within range that you can see. The target

must succeed on a Wisdom saving throw or have disadvantage on its next attack roll or ability check.

### **Light Screen**

**Casting Time:** 1 Action

**Range:** Self (15-foot radius)

**Duration:** Concentration, up to 1 minute

**Power Points:** 6 Uses every Short or Long Rest

You create a shimmering, translucent barrier of light that surrounds you in a 15-foot radius, protecting against special attacks. For the duration, any creature within the area gains resistance to damage from special attacks, such as spells, breath weapons, and Pokémon Special Attacks.

### **Leer**

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instantaneous

**Power Points:** 6 Uses every Short or Long Rest

You fix your gaze upon a creature within range, exerting an intimidating presence. The target must succeed on a Wisdom saving throw or have its defenses weakened. Until the end of its next turn, any attack roll against the target has advantage.

### **Baby-Doll Eyes**

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instantaneous

**Power Points:** 6 Uses every Short or Long Rest

You project an adorable and innocent gaze towards a creature within range, attempting to soften its demeanor. The target must succeed on a Wisdom saving throw or have its aggressiveness diminished. Until the end of its next turn, the target has disadvantage on attack rolls against creatures other than you.

### **Agility**

**Casting Time:** 1 Action

**Range:** Self

**Duration:** 1 minute

**Power Points:** 6 Uses every Short or Long Rest

You enhance your reflexes and speed, gaining increased agility in combat. For the duration, your movement speed is doubled, and you gain advantage on Dexterity saving throws. Additionally, you do not provoke opportunity attacks when you move out of an enemy's reach.

### **Toxic Spikes**

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instantaneous

**Power Points:** 4 Uses every Short or Long Rest

You create a field of toxic spikes on the ground at a point within range. The area becomes hazardous terrain for creatures other than you for the duration. Any creature that moves into or starts its turn in the area must make a Dexterity saving throw or become poisoned for 1 minute. A successful save negates the poisoning effect.

### **Thunder Wave**

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** 1 Minute

**Power Points:** 4 Uses every Short or Long Rest

You release a crackling surge of electricity that courses through a creature of your choice within range. The target must succeed a Constitution saving throw or become paralyzed for the duration. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the paralysis ends.

### **Teleport**

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Instantaneous

**Power Points:** 4 Uses every Short or Long Rest

You vanish from your current location and reappear in a different space of your choice that you can see within range. This space must be unoccupied and large enough for you to fit in. You can bring along objects as long as their weight doesn't exceed what you can carry.

### **Tearful Look**

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** Instantaneous

**Power Points:** 4 Uses every Short or Long Rest

Choose one creature within range that you can see. The target's attack rolls against you have disadvantage, and you have advantage on Persuasion checks made to

interact with the target. If the target is normally immune to being charmed, it makes its saving throw against this move with advantage.

### **Taunt**

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** 1 minute

**Power Points:** 4 Uses every Short or Long Rest

Choose one creature within range that you can see. The target must succeed on a Wisdom saving throw or be compelled to focus its attention solely on you. While under the effect of this spell, the target has disadvantage on attack rolls against creatures other than you and can't make opportunity attacks against targets other than you.

### **Swords Dance**

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, up to 1 minute

**Power Points:** 4 Uses every Short or Long Rest

You perform a dance that sharpens your focus and hones your combat skills. While concentrating on this move, your melee attacks deal an extra 1d6 slashing damage. This bonus increases to 2d6 at 5th level, 3d6 at 11th level, and 4d6 at 17th level.

### **Sweet Scent**

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

**Power Points:** 4 Uses every Short or Long Rest



You release a pleasant aroma that affects creatures of your choice within range. Each affected creature must make a Wisdom saving throw against your spell save DC. On a failed save, they are charmed by you for the duration or until you or your companions harm them. Creatures that cannot smell are immune to this effect.

### **Stealth Rock**

**Casting Time:** 1 Action

**Range:** 60 feet

**Duration:** 8 Hours

**Power Points:** 4 Uses every Short or Long Rest

You conjure a cluster of sharp rocks that blend into the environment, becoming nearly invisible to creatures not actively searching for them. When a hostile creature enters the area within 20 feet of the rocks or starts its turn there, the rocks activate, dealing 2d8 piercing damage to that creature unless it succeeds on a Dexterity saving throw against your spell save DC.

### **Charm**

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** 1 minute

**Power Points:** 4 Uses every Short or Long Rest

You attempt to charm a creature within range by appealing to its better nature or through a display of admiration. The target must succeed on a Wisdom saving throw against your spell save DC or be charmed by you for the duration. While charmed in this way, the creature regards you as a friendly acquaintance. When the spell ends,

the creature realizes it was charmed by your move.

### **Fake Tears**

**Casting Time:** 1 Action

**Range:** 30 feet

**Duration:** Instantaneous

**Power Points:** 4 Uses every Short or Long Rest

You unleash a torrent of fake tears to deceive a creature within range. The target must make a Wisdom saving throw against your spell save DC. On a failed save, the target's AC is reduced by 1d4 for 1 minute.

### **Electrify**

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, up to 1 minute.

**Power Points:** 4 Uses every Short or Long Rest

You channel electricity through your body, imbuing your attacks with shocking energy. For the duration, your melee attacks deal an additional 1d6 lightning damage on a hit. Additionally, when you hit a creature with a melee attack, you can choose to electrify their next attack. If the target makes a melee attack before the spell ends, their attack deals an additional 1d6 lightning damage on a hit.

### **Dragon Dance**

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** Concentration, up to 1 minute.

**Power Points:** 4 Uses every Short or Long Rest

You perform a mystical Dragon Dance, boosting your power and speed. For this duration, your movement speed increases by 10 feet, and you gain advantage on Strength-based attack rolls. Additionally, whenever you hit a creature with a melee attack, you deal an extra 1d6 damage of the same type as the attack.

### **Charge**

**Casting Time:** 1 Bonus Action

**Range:** Self

**Duration:** Concentration, up to 1 minute.

**Power Points:** 4 Uses every Short or Long Rest

You envelop yourself in electrical energy, preparing to unleash a powerful attack. For the duration, your next damaging spell or melee weapon attack deals extra lightning damage equal to your spellcasting ability modifier. Additionally, you gain resistance to lightning damage.

### **Aqua Ring**

**Casting Time:** 1 Action

**Range:** Self

**Duration:** Concentration, up to 1 minute.

**Power Points:** 4 Uses every Short or Long Rest

You create a watery ring around yourself that continuously restores your health. While you maintain concentration on this move, at the start of each of your turns, you regain hit points equal to 1d4 + your spellcasting modifier.

### **Will-O-Wisp**

**Casting Time:** 1 Action

**Range:** 30 Feet

**Duration:** 1 minute.

**Power Points:** 4 Uses every Short or Long Rest

You create an eerie, ghostly flame that swirls around a creature within range. The target must make a Dexterity saving throw. On a failed save, it takes 1d10 fire damage and its speed is halved until the effect ends. On a successful save, the creature takes half as much damage and the effect ends.

### **<Status Move Template>**

**Casting Time:** 1 Action or 1 Bonus Action

**Range:** <Your Discretion>

**Duration:** <Your Discretion>

**Power Points:** <Pokémon Game Power Point divided by 5>

<Description of the move, type of damage, saving throws, and effects>

## **SUPER EFFECTIVE MOVES & NOT VERY EFFECTIVE MOVES**

In D&D 5e, translating the concept of “Super Effective” and “Not Very Effective” moves from Pokémon can be achieved through adjustments to damage output based on the target’s vulnerabilities and resistances to other typings.

**Super Effective Moves.** When a Physical Attack or Special Attack is super effective against a target, it deals additional damage based on the level of the attacker.

For example, if an attack would normally deal 2d6 damage, against a target vulnerable to that typing, it might deal an

additional 1d6 damage every 2 levels of the attacker (rounded down).

So a 5th-level character using a super effective move might deal an additional 2d6 2d6 damage on top of the regular damage.

(Below 2nd-level, you may just add an additional 1d4 type of damage of the Super Effective move).

**Not Very Effective Moves.** When a Physical or Special Attack move is not very effective against a target, its damage output is reduced based on the level of the attacker.

For instance, if a move would normally deal 2d6 damage, against a target resistance to

that typing might deal 1d6 less damage for every 2 levels of the attacker (rounded down).

Thus, a 5th-level character using a move that is not very effective might deal 2d6 - 1d6 damage.

(Below 2nd-level, you may just subtract 1d4 damage of the Not Very Effective move).

This rule provides a more balanced and level-scaling approach to representing the effectiveness of attacks against different types of creatures, ensuring that strategic decisions remain important without skewing the balance of combat encounters.

# CHAPTER 3: POKÉMON NATURES



## Prologue:

In D&D 5e, a character's Nature represents their inherent disposition and tendencies, similar to how Natures affect Pokémon behavior and stat growth. Each Nature provides a bonus to one ability score while reducing another, reflecting the character's strengths and weaknesses.

## Mechanics:

### Nature Selection:

- When creating a Pokémon character, the player chooses a Nature from the list provided.
- The chosen Nature will provide a +2 bonus to one ability score and a -2 penalty to another

### Ability Score Modifications:

- The Nature modifies the character's ability scores. The +2 bonus is added to one ability score of the player's choice, while the -2 penalty is applied to another ability score of the player's choice.
- The choice of ability scores affected by the Nature should reflect the character's personality, background and role in the party.

### Roleplaying Guidance:

- Natures can also provide roleplaying guidance, similar to personality traits, ideals, bonds, and flaws. Players can incorporate their character's nature into their roleplaying interactions to add depth and complexity to their personalities.
- The Nature might influence how their character approaches challenges, interacts with NPCs, and

makes decisions in the campaign setting.

## ALL 25 NATURES

### POKÉMON NATURES

Below are the stats for all 25 Natures in Pokémon translated into D&D 5e mechanics. Each Nature provides a +2 bonus to one ability score and a -2 penalty to another, along with roleplaying guidance

#### **Hardy Nature**

**Ability Score Modifier:** +2 Constitution, -2 Wisdom

Characters with a Hardy Nature are robust and resilient, but they may lack keen insight or intuition.

#### **Lonely Nature**

**Ability Score Modifier:** +2 Strength, -2 Dexterity

Characters with a Lonely Nature are strong-willed and determined, but they may struggle with social interactions

#### **Brave Nature**

**Ability Score Modifier:** +2 Constitution, -2 Wisdom

Characters with a Brave Nature are courageous and enduring, but they may lack agility or quick reflexes.

#### **Adamant Nature**

**Ability Score Modifier:** +2 Strength, -2 Intelligence

Characters with an Adamant Nature are powerful and assertive, but they may lack intellectual curiosity.

#### **Naughty Nature**

**Ability Score Modifier:** +2 Dexterity, -2 Wisdom

Characters with a Naughty Nature are mischievous and quick-witted, but they may lack foresight or caution.

#### **Bold Nature**

**Ability Score Modifier:** +2 Constitution, -2 Dexterity

Characters with a Bold Nature are resilient and steadfast, but they may lack agility or finesse.

#### **Docile Nature**

**Ability Score Modifier:** +2 Wisdom, -2 Charisma

Characters with a Docile Nature are wise and perceptive, but they may struggle with social interactions.

#### **Relaxed Nature**

**Ability Score Modifier:** +2 Wisdom, -2 Dexterity

Characters with a Relaxed Nature are calm and composed, but they may lack agility or quick reflexes.

#### **Impish Nature**

**Ability Score Modifier:** +2 Dexterity, -2 Intelligence

Characters with an Impish Nature are agile and resourceful, but they may lack intellectual curiosity.

### **Lax Nature**

**Ability Score Modifier:** +2 Constitution, -2 Intelligence

Characters with a Lax Nature are resilient and adaptable, but they may lack focus or attention to detail.

### **Timid Nature**

**Ability Score Modifier:** +2 Dexterity, -2 Strength

Characters with a Timid Nature are cautious and agile, but they may lack physical strength or assertiveness.

### **Hasty Nature**

**Ability Score Modifier:** +2 Dexterity, -2 Wisdom

Characters with a Hasty Nature are quick-thinking and agile, but they may lack patience or foresight.

### **Serious Nature**

**Ability Score Modifier:** +2 Charisma, -2 Intelligence

Characters with a Serious Nature are charismatic and sociable, but they may lack intellectual curiosity.

### **Jolly Nature**

**Ability Score Modifier:** +2 Charisma, -2 Intelligence

Characters with a Jolly Nature are cheerful and optimistic, but they may lack insight or intuition.

### **Naive Nature**

**Ability Score Modifier:** +2 Charisma, -2 Intelligence

Characters with a Naive Nature are trusting and innocent, but they may lack critical thinking skills.

### **Modest Nature**

**Ability Score Modifier:** +2 Intelligence, -2 Constitution

Characters with a Modest Nature are intelligent and studious, but they may lack physical strength or assertiveness.

### **Mild Nature**

**Ability Score Modifier:** +2 Intelligence, -2 Constitution

Characters with a Mild Nature are analytical and insightful, but they may lack physical endurance.

### **Quiet Nature**

**Ability Score Modifier:** +2 Intelligence, -2 Dexterity

Characters with a Quiet Nature are introspective and contemplative, but they may lack agility or quick reflexes.

### **Bashful Nature**

**Ability Score Modifier:** +2 Charisma, -2 Constitution

Characters with a Bashful Nature are shy and reserved, but they may lack physical endurance.

### **Rash Nature**

**Ability Score Modifier:** +2 Charisma, -2 Wisdom

Characters with a Rash Nature are passionate and impulsive, but they may lack insight or intuition.

### **Calm Nature**

**Ability Score Modifier:** +2 Wisdom, -2 Strength

Characters with a Calm Nature are serene and composed, but they may lack physical strength or assertiveness.

### **Gentle Nature**

**Ability Score Modifier:** +2 Wisdom, -2 Constitution

Characters with a Gentle Nature are compassionate and empathetic, but they may lack physical endurance.

### **Sassy Nature**

**Ability Score Modifier:** +2 Wisdom, -2 Dexterity

Characters with a Sassy Nature are wise and confident, but they may lack agility or quick reflexes.

### **Careful Nature**

**Ability Score Modifier:** +2 Wisdom, -2 Intelligence

Characters with a Careful Nature are cautious and vigilant, but they may lack intellectual curiosity.

### **Quirky Nature**

**Ability Score Modifier:** No ability score modifiers

Characters with a Quirky Nature have an unpredictable and eccentric personality, with no specific strengths or weaknesses.

## **Conclusion**

By incorporating Pokémon Natures into D&D 5e, players can further customize their Pokémon's abilities and personalities, adding depth and nuance to their roleplaying experiences. Natures provide a mechanical benefit while also offering roleplaying guidance, enhancing the overall immersion and enjoyment of the game.



# CHAPTER 4: POKÉMON MYSTERY DUNGEON BACKGROUNDS

## Prologue:

The world of Pokémon Mystery Dungeon is a captivating and immersive realm where Pokémon live and thrive in diverse environments, ranging from lush forests to sprawling dungeons. These dungeons are teeming with challenges, treasures, and mysteries waiting to be explored, while bonds between Pokémon are forged through camaraderie, teamwork, and the pursuit of a greater purpose.

In this chapter, I aim to encapsulate the spirit of adventure, friendship, courage, and self-discovery found within the world of Pokémon Mystery Dungeon. Through a diverse landscape of different backgrounds and origin stories, we transition from a simple Pokémon race expansion into a true Pokémon Mystery Dungeon expansion for D&D.

## FERAL BACKGROUND

**Skill Proficiencies:** Survival, Stealth

**Tool Proficiencies:** None

**Language:** Feral Language

**Equipment:** A pouch containing 10 gold pieces worth of assorted small trinkets and shiny objects, a small bag containing four foraged berries, and various foods.

## Feature: Wilderness Survivor

Your time spent in the untamed wilderness and dungeons has honed your survival instincts. You can easily find food and fresh water for yourself and up to five other creatures each day, provided the environment can support it. Additionally, you can find shelter and hideouts in the wilderness, whether it be within the dungeons or in the surrounding wilderness.

## Suggested Characteristics

Feral Pokémon come from a wide range of species, each with its temperament and personality. Some may be shy and reclusive, while others are bold and adventurous.

**Feral Language:** This language consists of primal sounds, gestures, body language, and repeating one's species name. It's a basic form of communication that relies heavily on instinct and intuition.

## d8 Personality Traits:

1. I have an innate sense of danger and opportunity, always alert to potential threats or valuable discoveries.
2. I am filled with wanderlust, always eager to explore new dungeons and uncover their secrets.
3. I trust my instincts above all else, relying on them to guide me through the twists and turns of dungeon corridors.

4. I am fiercely independent and resilient, refusing to yield in the face of overwhelming odds.
5. I am endlessly curious about the world around me, often getting into mischief as I investigate every nook and cranny.
6. Despite my solitary nature, I value the bonds of friendship forged through shared trials and adventures.
7. I am cautious and easily startled, always on edge in unfamiliar surroundings.
8. I adapt quickly to changing circumstances, using my wits and instincts to overcome any obstacle in my path.

#### **d6 Ideal**

1. I cherish my freedom above all else and strive to live life on my own terms, unbound by the constraints of society or civilization. (Chaotic)
2. I believe in living in harmony with the natural world, respecting the balance and interconnectedness of all living beings. (Neutral)
3. I am driven by a deep-seated desire to explore and discover, constantly seeking out new challenges and hidden treasures in the vast expanse of the dungeons. (Chaotic)
4. I adhere to the principle of survival of the fittest, believing that only the strongest and most adaptable Pokémon deserve to thrive in the unforgiving wilderness. (Neutral)
5. I value courage and bravery above all else, facing danger head-on and never backing down from a challenge, no matter how daunting. (Good)

6. I am on a journey of self-discovery, seeking to unlock the hidden potential within myself and uncover the true depths of my abilities and strengths. (Neutral)

#### **d6 Bond**

1. I have formed deep bonds of companionship with other Pokémon, relying on their strength and support to navigate the challenges of dungeon exploration.
2. I share a mystical bond with the spirits of nature, drawing strength and guidance from the ancient forces that govern the wilderness.
3. I am guided by the spirits of my ancestors, who watch over me from the spirit realm and offer their wisdom and protection in times of need.
4. I have forged alliances with other Pokémon who dwell within the dungeons, working together to overcome common enemies and achieve shared goals.
5. I prefer the solitary life of a wanderer, forming temporary bonds with other Pokémon as I journey through the wilderness, but ultimately relying on my own strength and instincts to survive.
6. I feel a mysterious connection to a guardian figure from the past, whose presence often guides and protects me during my adventures in the dungeons.

#### **d6 Flaw**

1. I often act on instinct without considering the consequences, leading me into risky situations.
2. I fiercely defend my territory, sometimes to the detriment of forming alliances with others.

3. Past experiences of being left alone or abandoned haunt me, making me hesitant to trust others or form deep bonds.
4. I prefer to rely solely on myself and struggle to accept help or guidance from others.
5. My insatiable curiosity often leads me to explore dangerous places or chase after forbidden knowledge, putting myself and others at risk.
6. When provoked or threatened, I can quickly lose control and unleash a primal rage, making me unpredictable and potentially dangerous to allies.

## EXPLORER BACKGROUND

**Skill Proficiencies:** Survival, Perception

**Tool Proficiencies:** Navigator's Tools

**Language:** None

**Equipment:** A sturdy backpack or satchel, a compass, a journal and quill, a set of explorer's clothes, a bedroll, and a pouch containing 10 gold pieces.

### **Feature: Dungeon Delver**

You are adept at navigating through dungeons and deciphering their secrets. You have advantage on Survival checks made to track creatures or navigate natural environments, such as forests or caves. Additionally, you can identify the general layout of a dungeon and any potential hazards or traps with a successful Investigation check.

### **Suggested Characteristics**

Explorers are driven by their sense of curiosity and adventure, often possessing a thirst for knowledge and a desire to uncover the unknown. They come from all walks of life and may have various motivations from delving into dungeons, from seeking fame and fortune to simply enjoying the thrill of exploration.

### **d8 Personality Trait**

1. I am always eager to explore new places and uncover hidden secrets.
2. I have a keen eye for detail and can quickly spot clues or hidden passages.
3. I am cautious and methodical in my approach to exploration, always planning and considering potential risks.
4. I am naturally curious and love learning about the history and lore of the places I explore.
5. I have a sense of wonder and awe when encountering new and mysterious phenomena.
6. I am resourceful and adaptable, able to think on my feet and find creative solutions to problems.
7. I enjoy the solitude of exploration, finding peace and tranquility in the wilderness.
8. I thrive on the adrenaline rush of danger, feeling alive when facing the unknown.

### **d6 Ideals**

1. I believe that knowledge is the greatest treasure, and I am driven by a desire to uncover the secrets of the world. (Neutral)
2. I live for the thrill of exploration and embrace the chaos and

unpredictability of dungeon delving. (Chaotic)

3. I seek to chart uncharted territories and push the boundaries of what is known and understood. (Neutral)
4. I am driven by an insatiable curiosity and a desire to understand the mysteries of the world around me. (Neutral)
5. I value my independence and autonomy, and I resent anyone who tries to restrict or control my exploration. (Chaotic)
6. I hope to leave behind a lasting legacy of my adventures and discoveries for future generations to admire and learn from. (Any)

#### **d6 Bonds**

1. I have a deep bond with my fellow explorers, forged through shared experiences and trials.
2. I feel a strong connection to the natural world and the Pokémon that inhabit it, and I strive to protect and preserve it.
3. I am indebted to a mentor or guide who taught me the ways of exploration and instilled in me a love for adventure.
4. I am driven by a personal quest or goal, and I will stop at nothing to achieve it, no matter the dangers that lie ahead.
5. I am haunted by a past failure or mistake, and I see redemption through my continued exploration and discovery.
6. I have a deep respect for ancient artifacts, ruins, and mysteries of the world. Exploring these enigmatic places fills me with excitement and curiosity.

#### **d6 Flaws**

1. I can be reckless and impulsive, often rushing headlong into danger without considering the consequences.
2. I am overly competitive and will go to great lengths to outdo my rivals or prove myself as the greatest explorer.
3. I have a tendency to become obsessive or fixated on my goals, sometimes to the detriment of my own well-being.
4. I am distrustful of authority figures or established institutions, preferring to rely on my instincts and intuition.
5. I have a fear of failure or rejection, and I am hesitant to take risks or step outside of my comfort zone.
6. I am easily bored or restless, constantly seeking new challenges and thrills to satisfy my adventurous spirit.

## **RESCUER BACKGROUND**

**Skill Proficiencies:** Survival, Medicine

**Tool Proficiencies:** Navigator's Tools or Healer's Kit

**Language:** None

**Equipment:** A healer's kit, a set of explorer's clothes, a belt pouch containing 10 gold pieces, and a token from a Pokémon you've rescued as a memento.

#### **Feature: Rescuer's Resolve**

Your reputation as a rescuer precedes you, and Pokémon in need often seek you out for assistance. While in towns or settlements, you can easily find information about recent

distress calls or rescue requests, and you gain advantage on Persuasion checks when negotiating for supplies or support for your rescue missions.

### **Suggested Characteristics**

In the world of Pokémon Mystery Dungeon, rescuers are courageous and selfless individuals who dedicate their lives to helping others in need. Whether they're venturing into treacherous dungeons to save stranded Pokémon or answering distress calls from across the land, rescuers embody the spirit of heroism and compassion.

### **d8 Personality Trait**

1. I never back down from a challenge, no matter how perilous.
2. I always put the safety of others before my own well-being.
3. I have a deep respect for the mysteries and wonders of the Pokémon world.
4. I am quick to trust others and offer help to those in need.
5. I tend to be cautious and methodical in my approach to problem-solving.
6. I am fiercely loyal to my teammates and will do anything to ensure their safety.
7. I have a mischievous streak and enjoy playing harmless pranks on my friends.
8. I am constantly seeking new adventures and opportunities to test my skills.

### **d6 Ideals**

1. I believe in showing kindness and empathy to all Pokémon, regardless of their species or background. (Good)

2. I am committed to upholding justice and protecting the innocent, no matter the cost. (Lawful)
3. I value my independence and resist anyone or anything that seeks to control or restrict me. (Chaotic)
4. I am driven by a thirst for discovery and knowledge, always seeking to uncover the secrets of the Pokémon world. (Neutral)
5. I believe in the power of teamwork and cooperation, recognizing that together we are stronger than we are alone. (Any)
6. I maintain a positive outlook even in the face of adversity, believing that hope can overcome even the darkest of challenges. (Any)

### **d6 Bonds**

1. I am indebted to a mentor who taught me the skills and values of a true rescuer.
2. I have formed a deep bond with a specific Pokémon that I rescued, and I consider them to be like family to me.
3. I am determined to unravel the mystery of my own past and discover the truth about my origins.
4. I am driven by a desire to prove myself and earn the respect of my peers within the rescuer community.
5. I feel a strong connection to a particular region or area within the world, and I am committed to protecting it from harm.
6. I am haunted by the memory of a failed rescue mission and strive to redeem myself by saving as many Pokémon as I can.

### **d6 Flaws**

1. I am prone to recklessness and often rush into dangerous situations

without considering the consequences.

2. I have a tendency to become overly emotional in stressful situations, which can cloud my judgment and impair my ability to think clearly.
3. I struggle with feelings of inadequacy and constantly doubt my own abilities as a rescuer.
4. I have a deep-seated fear of failure and will go to great lengths to avoid letting down those who rely on me.
5. I have a stubborn streak and can be unwilling to compromise or accept help from others.
6. I have a short temper and can be quick to anger, especially when I feel threatened or challenged.

## CIVERAL BACKGROUND

**Skill Proficiencies:** Survival, Nature

**Tool Proficiencies:** Herbalism Kit or Artisan's Tool

**Language:** Feral

**Equipment:** A set of artisan's tools (of your choice), a herbalism kit, a pouch containing 10 gold pieces, a map of the local wilderness, a set of traveler's clothes, and a token of trivial affiliation (such as a necklace or emblem).

### **Feature: Tribal Connections**

Having grown up within a Pokémon tribe, you have access to a network of contacts and allies scattered throughout the wilderness. You can call upon these connections to provide assistance or information when needed, whether it's

navigating through unfamiliar terrain, locating rare herbs, or gaining insight into the behavior of feral Pokémon.

### **Suggested Characteristics**

Civerals are Pokémon that straddle the line between the civilized twins and the untamed wilderness of the Pokémon Mystery Dungeon world. Raised within tribes that dwell in the wilds, Civerals possess a unique understanding of both the common language spoken in towns and the natural language of the feral Pokémon.

### **d8 Personality Trait**

1. I am fiercely loyal to my tribe, and I will do whatever it takes to protect and support them.
2. I have a deep connection to nature, and I find solace and peace in the untamed wilderness.
3. I am curious and adventurous, always eager to explore new places and uncover hidden secrets.
4. I am skilled at navigating the complexities of both the civilized world and the wild, allowing me to adapt to any situation.
5. I am patient and observant, preferring to carefully study my surroundings before taking action.
6. I am a skilled artisan, and I take pride in creating objects of beauty and utility from the resources of the natural world.
7. I am fiercely independent, and I chafe at any attempts to restrict my freedom or autonomy.
8. I am deeply spiritual, and I believe in the interconnectedness of all living beings and the importance of living in harmony with nature.

### **d6 Ideals**

1. I believe in living in harmony with nature and respecting the balance of the natural world. (Neutral)
2. I believe in the strength of community and the importance of supporting and caring for one another. (Good)
3. I value individual freedom and autonomy above all else, and I will resist any attempts to control or manipulate me. (Chaotic)
4. I believe in upholding the traditions and customs of my tribe, honoring the wisdom of our ancestors. (Lawful)
5. I am driven by a thirst of knowledge and discovery, constantly seeking out new experiences and challenges. (Any)
6. I believe in using my skills and abilities to protect those who cannot protect themselves. (Good)

#### **d6 Bonds**

1. My tribe is my family, and I would do anything to ensure their safety and well-being.
2. I have a deep bond with the natural world, and I feel a sense of responsibility to protect and preserve it.
3. I have a mentor who taught me the ways of survival and instilled in me the values of courage, resilience, and perseverance.
4. I have a close friend or companion who accompanies me on my adventures, providing companionship and support.
5. I feel a strong connection to the ancient ruins scattered throughout the wilderness, believing that they

hold secrets waiting to be uncovered.

6. I have sworn enemies, whether it be a rival tribe, a dangerous predator, or a powerful adversary who threatens the balance of nature.

#### **d6 Flaws**

1. I am fiercely protective of my tribe, sometimes to the point of being overbearing or controlling.
2. I am distrustful of the outside and have difficulty forming meaningful connections with those outside of my tribe.
3. I am prone to bouts of stubbornness and inflexibility, refusing to consider alternative viewpoints or strategies.
4. I have a quick temper, and I am easily provoked to anger or aggression, especially when I feel threatened or insulted.
5. I am haunted by past failures or traumas, which sometimes cloud my judgment or hinder my ability to trust others.
6. I have a reckless streak and often throw caution to the wind, heedless of the potential consequences of my actions.

## **OUTLAW BACKGROUND**

**Skill Proficiencies:** Stealth, Sleight of Hand

**Tool Proficiencies:** Thieves' Tools

**Language:** None

**Equipment:** A set of thieves' tools, a crowbar, a hooded cloak, a pouch containing 15 gold pieces, a set of dark



clothes suitable for sneaking, and a small knife.

### **Feature: Underworld Contacts**

As an outlaw, you have connections to the criminal underworld, allowing you to gather information, procure illicit goods, or seek shelter in hidden safehouses. You can call upon these contacts to provide assistance or sanctuary when needed, although doing so may come with strings attached or require you to repay the favor in the future.

### **Suggested Characteristics**

As an outlaw, you have connections to the criminal underworld, allowing you to gather information, procure illicit goods, or seek shelter in hidden safehouses. You can call upon these contacts to provide assistance or sanctuary when needed, although doing so may come with strings attached or require you to repay the favor in the future.

### **d8 Personality Trait**

1. I am streetwise and savvy, always on the lookout for opportunities to turn a profit or gain an advantage.
2. I am resourceful and adaptable, able to quickly assess a situation and find a solution, even in the direst of circumstances.
3. I am fiercely independent and resentful of authority, preferring to rely on myself rather than trust others.
4. I am charming and charismatic, able to talk my way out of trouble or persuade others to see things my way.
5. I am stealthy and nimble, able to move unseen and unheard through even the most heavily guarded areas.

6. I am fearless and daring, always eager to take risks and push the boundaries of what is possible.
7. I am suspicious and mistrustful of others, always on guard for betrayal or deception.
8. I am ruthless and pragmatic, willing to do whatever it takes to survive and thrive in a harsh and unforgiving world.

### **d6 Ideal**

1. I value my personal freedom above all else and will do whatever it takes to maintain my independence. (Chaotic)
2. I believe in looking out for myself first and foremost, even if it means sacrificing others to ensure my own survival. (Evil)
3. I am always on the lookout for opportunities to advance my own interests and improve my situation, regardless of the consequences. (Neutral)
4. I have a strong sense of justice and fairness and will do whatever it takes to right wrongs and punish those who deserve it. (Good)
5. I am driven by a desire for revenge against those who have wronged me or betrayed my trust, and I will stop at nothing to achieve my goal. (Chaotic)
6. I believe in loyalty to my friends and allies and will do whatever it takes to protect and support them, even if it means putting myself in harm's way. (Lawful)

### **d6 Bonds**

1. I have a trusted companion or partner who has stood by me through thick and thin and will do whatever it takes to protect them.

2. I owe a debt of gratitude to a powerful crime lord or underworld figure who has helped me in the past, and I will repay that debt no matter the cost.
3. I am haunted by a dark secret from my past, and I will go to great lengths to ensure that it remains buried and forgotten.
4. I have a rival or enemy who seeks to undermine me at every turn, and I will not rest until I have defeated them and proven myself superior.
5. I have a soft spot for the downtrodden and oppressed, and I will use my skills and resources to help those in need whenever I can.
6. I have a prized possession or treasure that holds great sentimental value to me, and I will go to great lengths to protect it from falling into the wrong paws.

#### **d6 Flaws**

1. I am greedy and selfish, always looking out for my own interests at the expense of others.
2. I am impulsive and hot-headed, prone to acting on my emotions without considering the consequences.
3. I am manipulative and deceitful, willing to lie and cheat to get what I want.
4. I am addicted to the thrill of danger and excitement, constantly seeking out new challenges and risks.
5. I am paranoid and distrustful of others, always assuming the worst intentions and motives.
6. I am haunted by guilt and remorse over past mistakes, and I struggle to

forgive myself for the harm I have caused others.

## **TOWNY BACKGROUND**

**Skill Proficiencies:** Insight, Persuasion.

**Tool Proficiencies:** One type of artisan's tools or one musical instrument.

**Language:** None

**Equipment:** A set of artisan's tools or a musical instrument (one of your choice), a set of common clothes, a pouch containing 10 gold pieces, and a trinket or keepsake from your hometown.

#### **Feature: Community Ties**

As a Towny Pokémon, you are well-connected within the social fabric of your community, allowing you to gather information, seek assistance, or find employment more easily. You may be able to call upon the support of friends, family, or influential figures within your hometown to aid you in your adventures or provide shelter and hospitality when needed.

#### **Suggested Characteristics**

Towny Pokémon in the world of Pokémon Mystery Dungeon are often characterized by their sense of community, their dedication to their craft or profession, and their desire for safety and stability.

#### **d8 Personality Trait**

1. I am friendly and outgoing, always eager to make new friends and build connections within my community.

2. I am hardworking and diligent, taking pride in my craft or profession and striving for excellence in everything I do.
3. I am curious and inquisitive, always seeking to learn new things and broaden my horizons.
4. I am generous and compassionate, always willing to lend a helping hand to those in need.
5. I am cautious and practical, preferring to avoid unnecessary risks and dangers whenever possible.
6. I am loyal and devoted, always looking for the bright side of any situation and believing in the inherent goodness of others.
7. I am traditional and conservative, valuing stability and tradition over innovation and change.
8. I am optimistic and hopeful, always looking for the bright side of any situation and believing in the inherent goodness of others.

#### **d6 Ideal**

1. I believe in the importance of working together with others to build a strong and prosperous community. (Lawful)
2. I strive to live in harmony with nature and my surroundings, respecting the balance of the natural world. (Neutral)
3. I am driven by a desire to achieve success and recognition in my chosen profession or field of expertise. (Any)
4. I believe in showing kindness and empathy towards all living beings, regardless of their background or species. (Good)

5. I value my freedom and autonomy and resent any attempts to restrict or control my actions. (Chaotic)
6. I adhere to the customs and traditions of my community, honoring the wisdom of our ancestors and preserving our cultural heritage. (Lawful)

#### **d6 Bonds**

1. I have a close-knit group of friends and family members who support and encourage me in all of my endeavors.
2. I am deeply attached to my hometown and feel a strong sense of loyalty and duty towards its residents.
3. I have a mentor or teacher who has guided and inspired me, helping me to develop my skills and pursue my passions.
4. I have a rival or competitor who pushes me to strive for excellence and improve myself in order to surpass them.
5. I have a cherished possession or heirloom that has been passed down through generations of my family, reminding me of my roots and heritage.
6. I have a dream or aspiration that I am determined to fulfill, no matter the obstacles or challenges that stand in my way.

#### **d6 Flaws**

1. I am stubborn and inflexible, resistant to change or new ideas that challenge my worldview.
2. I am prone to jealousy and envy, feeling resentful towards those who seem to have more success or fortune than I do.

3. I am overly cautious and risk-averse, afraid to step outside of my comfort zone or take chances.
4. I am judgemental and critical of others, quick to find fault, and slow to forgive.
5. I am indecisive and easily swayed by the opinions of others, lacking the confidence to trust my own instincts.
6. I am secretive and closed-off, keeping my true thoughts and feelings hidden from others out of fear of rejection or ridicule.

## MYTHICAL BACKGROUND

**Skill Proficiencies:** Arcana, Religion.

**Tool Proficiencies:** None

**Language:** None

**Equipment:** A small keepsake or relic associated with your mythical nature, a pouch containing 10 gold pieces, and a trinket or memento from your distant homeland.

### **Feature: Mystical Aura**

As a Mythical Pokémon, you possess a powerful aura of mystique and wonder that draws others to you like moths to a flame. People are naturally curious about your origins, your powers, and the secrets you hold, and you may find that your presence commands respect or awe wherever you go. You may also have access to hidden knowledge or ancient lore that can aid you on your journey, though unlocking its secrets may require great effort and sacrifice.

### **Suggested Characteristics**

Mythical Pokémon in the world of Pokémon Mystery Dungeon are often characterized by their otherworldly nature, their insatiable curiosity, and their sense of duty or destiny.

### **d8 Personality Trait**

1. I am aloof and enigmatic, often lost in thought or contemplation as I ponder the mysteries of the universe.
2. I am curious and adventurous, always eager to explore new realms and uncover hidden truths.
3. I am wise beyond my years, possessing knowledge and insights that far surpass those of mortal beings.
4. I am compassionate and empathetic, using my powers to help and protect those in need whenever I can.
5. I am proud and dignified, carrying myself with an air of regal authority befitting my legendary status.
6. I am mischievous and playful, delighting in the wonder and magic of the world around me.
7. I am mysterious and cryptic, speaking in riddles and half-truths that leave others guessing my true intentions.
8. I am noble and honorable, bound by a code of honor that guides my actions and decisions.

### **d6 Ideal**

1. I seek to unlock the secrets of the cosmos and understand the mysteries of existence. (Any)
2. I believe in maintaining harmony and equilibrium in all things, balancing light and darkness, order and chaos. (Neutral)

3. I value my independence and autonomy above all else, refusing to be bound by the constraints of fate or destiny. (Chaotic)
4. I fight for truth, righteousness, and the greater good, using my powers to protect the innocent and punish the wicked. (Lawful)
5. I believe in the power of growth and transformation, embracing changes as a natural part of the cosmic cycle. (Any)
6. I seek to unite all beings, mortal and immortal, in a common cause of peace, prosperity, and understanding. (Good)

#### **d6 Bonds**

1. I have a sworn duty or sacred quest that drives me to fulfill my destiny and achieve greatness.
2. I have a mentor or guide who has shown me the ways of the world and helped me unlock my true potential.
3. I have a deep connection to a particular place or object that holds great significance to me and my kind.
4. I have a mortal companion or ally who has earned my trust and respect, standing by my side through thick and thin.
5. I have a rival or adversary who challenges me to grow and improve, pushing me to reach new heights of power and mastery.
6. I have a secret or forbidden love that I must keep hidden from the world, lest it endanger myself or those I care about.

#### **d6 Flaws**

1. I am arrogant and prideful, believing myself to be superior to

mortal beings and deserving of their worship and admiration.

2. I am detached and aloof, caring little for the concerns or struggles of lesser creatures and focusing only on my own goals and ambitions.
3. I am secretive and manipulative, using my powers to deceive and manipulate others for my own benefit.
4. I am ruthless and merciless, willing to sacrifice anything or anyone in pursuit of my own desires or goals.
5. I am reckless and impulsive, often acting on whims and instincts without considering the consequences of my actions.
6. I am haunted by guilt and remorse, burdened by the weight of past mistakes and failures that I can never truly atone for.

# CHAPTER 5: POKÉMON MYSTERY DUNGEON SUBCLASSES

## Prologue:

In this chapter, custom subclasses are presented for both Dungeon Masters and players. While these subclasses are tailored to suit the Pokémon Mystery Dungeon setting, they are not mandatory for playing Dungeons and Dragons 5e in this world. They offer unique options designed to enhance gameplay experiences within this specific setting. Subclasses are available for Rangers, Druids, Fighters, Sorcerers, Artificers, Warlocks, and Monks, each crafted with particular roles in mind. These roles may focus on optimizing the use of Pokémon Moves, integrating seamlessly into the setting, or providing enjoyable options for world-building in Pokémon Mystery Dungeons.

All subclasses include a chart detailing the feats they offer and the levels at which they are obtained. In cases where multiple paths are available, explanations for each option will be provided below the chart to maintain clarity.



## Ranger Subclass: Expeditionary Explorer

### Archetype description:

*As an Expeditionary Explorer, you specialize in traversing treacherous dungeons, befriend Feral Pokémon, and uncovering hidden mysteries. Your bond with nature and keen instincts make you a valuable asset to any exploration team!*

3rd Level Feat:	<p><b>Path of an Explorer</b> At 3rd level, you choose a path that shapes the nature of your exploration expertise: Path of the Wilderness or Path of the Dungeons. <i>(see options with explanations below chart)</i></p> <p><b>Befriend the Feral</b> Starting at 3rd level, you can use your Ranger spells and abilities to befriend feral Pokémon. As an action, you can attempt to calm or communicate with a non-hostile Pokémon within 30 feet of you. The Pokémon must succeed on a Wisdom saving throw against your spell save DC or become friendly towards you for 1 hour. This effect ends if you or your allies attack the Pokémon.</p>
7th Level Feat:	<p><b>Team Tactics</b> At 7th level, you gain the ability to coordinate tactics with your allies during exploration and combat. When you use the Help action to aid an ally in attacking a creature, that ally gains advantage on all attack rolls against the target, as long as the attack occurs before the start of your next turn.</p>
11th Level Feat:	<p><b>Nature's Guardian</b> Starting at 11th level, you become a protector of the natural world and its inhabitants. You can cast the <i>Animal Friendship</i> spell at will, without expending a spell slot or material components. Additionally, you gain resistance to damage from attacks made by Pokémon.</p>
15th Level Feat:	<p><b>Legendary Treasure Hunter</b> At 15th level, you achieve unparalleled mastery in uncovering ancient secrets. You gain advantage on all ability checks and saving throws made to uncover hidden artifacts. Additionally, you can spend 1 hour communing with the spirits of nature to gain knowledge of an ancient dungeon within 100 miles of your current location.</p>



### ***Path of an Explorer***

#### *Path of the Wilderness.*

You excel in navigating the untamed wilderness, tracking elusive Pokémon, and surviving in harsh environments. You gain the following benefits:

- **Nature's Lore:** You gain proficiency in the Nature skill if you don't already have it. Additionally, you can add double your proficiency bonus to Intelligence checks related to natural environments and creatures.
- **Wilderness Survival:** You have advantage on Survival checks to track creatures, find food, and identify natural hazards. Additionally, you can forage enough food and water for yourself and up to five companions each day.

#### *Path of the Dungeon.*

You specialize in delving into mysterious dungeons, mapping their depths, and navigating perilous traps. You gain the following benefits.

- **Dungeon Delver:** You gain proficiency in the Investigation skill if you don't already have it. Additionally, you have advantage on Investigation checks to search for traps and hidden passages in dungeons.
- **Mysterious Mapper:** You can create detailed maps of dungeons and underground environments as you explore them. You automatically succeed on Intelligence (Cartographer's Tools) checks to draw accurate maps.

## **Druid Subclass: Circle of Harmony**

### **Archetype description:**

*Druids who follow the Circle of Harmony have a deep connection with the natural world, seeking to maintain balance and peace among all creatures, including Pokémon. They wander through forests, meadows, and dungeons, using their powers to heal, protect, and guide both Pokémon and other adventurers.*

2nd Level Feat:

#### **Shapeshifter's Bond**

Starting at 2nd level, you gain the ability to transform into a Pokémon of your choice. As an action, you can use your Wild Shape feature to assume the form of a Pokémon whose challenge rating is  $\frac{1}{4}$  or lower. You can choose from any Pokémon species that you are familiar with, and you can communicate with other Pokémon while in this form. This transformation lasts for a number of hours equal to half your Druid level (rounded down), or until you can use your Wild Shape feature again.

2nd Level Feat:	<p><b>Pokémon Communicate</b></p> <p>Also at 2nd level, you gain the ability to communicate with Pokémon and other creatures through empathic telepathy. You can understand their basic emotions and intentions, allowing you to establish a rapport with them more easily.</p>
6th Level Feat:	<p><b>Nature's Blessing</b></p> <p>Starting at 6th level, you can call upon the power of nature to bless yourself or your allies. As an action, you can expend one use of your Wild Shape to grant yourself or a creature you touch advantage on all ability checks and saving throws for 1 minute. Once you use this feature, you can't use it again until you finish a short or long rest.</p>
10th Level Feat:	<p><b>Pokémon Harmony</b></p> <p>At 10th level, you gain the ability to create an aura of harmony that calms hostile creatures and Pokémon within 30 feet of you. As an action, you can expend one use of your Wild Shape to activate this aura, which lasts for 1 minute. While the aura is active, hostile creatures must succeed on a Wisdom saving throw against your Druid spell save DC or be charmed for the duration. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.</p>
14th Level Feat:	<p><b>Wild Protector</b></p> <p>At 14th level, you become a true protector of nature and its creatures. You gain resistance to all damage dealt by Pokémon, and you can't be charmed, frightened, or paralyzed by Pokémon. Additionally, as an action, you can expend two uses of your Wild Shape to cast the <i>mass cure wounds</i> spell, without expending a spell slot. Once you use this feature, you can't use it again until you finish a long rest.</p>

## Fighter Subclass: Elemental Striker

### Archetype description:

*In the world of Pokémon Mystery Dungeon & Dragons, some Pokémon possess a unique affinity for combining their physical prowess with elemental powers of their typing, creating devastating combinations in battle. These Elemental Striker Fighters are skilled in harnessing the elemental energy within them to enhance their melee attacks while seamlessly integrating them with their natural Pokémon moves.*

3rd Level Feat:	At 3rd level, you gain the ability to infuse your unarmed strikes and melee weapon attacks with elemental energy based on your primary typing. When you hit a creature with an unarmed strike or a melee weapon attack, you can choose to imbue the attack with elemental energy from your primary typing. The target takes additional damage equal to your Fighter level plus your proficiency bonus.
7th Level Feat:	<b>Elemental Combo</b> Starting at 7th level, you can seamlessly blend your unarmed strikes and melee attacks with your Pokémon moves to create powerful combinations. When you hit a creature with an unarmed strike or a melee weapon attack, you can use a bonus action to use a Pokémon move.
10th Level Feat:	<b>Elemental Surge</b> Upon reaching 10th level, your mastery over elemental energy allows you to unleash devastating elemental surges in combat. Once per turn, when you hit a creature with an unarmed strike, melee attack, or Physical Pokémon move attack, you can choose to expend a superiority die to deal additional elemental damage based on your primary typing.
15th Level Feat:	<b>Elemental Mastery</b> At 15th level, your connection to elemental energy reaches its peak, granting you unparalleled control over your abilities. You gain resistance to elemental damage type of your Secondary Typing (if you only have One Typing, you gain double resistance to that elemental damage). Additionally, when you use your Action Surge feature, your unarmed strikes, melee attacks, and Physical Pokémon move attacks deal an additional 1d6 elemental damage.
18th Level Feat:	<b>Primordial Fury</b> Upon reaching 18th level, you become a living embodiment of elemental power, capable of unleashing devastating elemental fury upon your foes. Once per turn, when you hit a creature with an unarmed strike, a melee weapon attack, or a Physical Pokémon move attack, you can choose to unleash a burst of energy, dealing additional elemental damage of your primary typing to all hostile creatures within 10 feet of you.

For questions about Primary Typing and Secondary Typing please refer to Chapter 1 under the Multi-Typing Section.

## Sorcerer Subclass: Descendant of Legends

### Archetype description:

*In the world of Pokémon Mystery Dungeon & Dragon, rare and exceptional Pokémon may trace their lineage back to legendary ancestors, inheriting a fraction of their power and a deep connection to arcane energies. These descendants of Legends Sorcerers harness this ancient heritage to wield potent magical abilities and shape the world around them.*

1st Level Feat:	<b>Legendary Heritage</b> At 1st level, you gain proficiency in the Arcana skill, representing your innate understanding of arcane energies passed down from your legendary ancestor. Additionally, you can choose one cantrip from the Sorcerer spell list. This cantrip counts as a Sorcerer cantrip for you, and you can cast it at will, without expending a spell slot.
6th Level Feat:	<b>Ancestral Affinity</b> Starting at 6th level, your connection to your legendary ancestor deepens, granting you enhanced control over certain types of magic. Choose one damage type from the following options: Fire, Cold, Lightning, Acid, or Psychic. You gain resistance to that damage type, and whenever you cast a spell that deals damage of the chosen type, you can add your Charisma modifier to the damage dealt.
14th Level Feat:	<b>Arcane Channeling</b> Upon reaching 14th level, you unlock the ability to channel the arcane energy within you to enhance your spells. When you cast a spell of 1st level or higher, you can choose to expend a number of sorcery points equal to half the spell's level (rounded up) to empower the spell. The spell's damage increases by 1d6 for each sorcery point expended in this way.
18th Level Feat:	<b>Legendary Presence</b> At 18th level, your connection to your legendary ancestor becomes manifest, imbuing you with an aura of power and authority. You gain advantage on all Charisma checks made when interacting with creatures that recognize the significance of your lineage. Additionally, you can cast the spell <i>Legend Lore</i> once per long rest without expending a spell slot.

d6	Quirk
1	—Ethereal Aura: The sorcerer occasionally emits a faint, ethereal glow, reminiscent of the legendary ancestors' mystical presence.

2	—Echoes of the Ancients: Strange whispers or echoes from the past occasionally surround the sorcerer, hinting at the ancient lineage they descend from.
3	—Elemental Resonance: The sorcerer's presence subtly affects the elementals around them, causing flames to flicker or winds to stir when they are nearby.
4	—Arcane Sigils: Mysterious symbols or sigils occasionally appear in the air around the sorcerer, reflecting the ancient magical knowledge passed down through their bloodline.
5	—Ancestral Guidance: The sorcerer sometimes receives fleeting visions or insights from their legendary ancestors, guiding them in times of need or uncertainty.
6	—Mystical Harmonics: The sorcerer's voice occasionally takes on a melodic or resonant quality, echoing the harmonies of the arcane energies that flow through their bloodline.

## Artificer Subclass: Natural Crafter

### Archetype description:

*As a Natural Crafter, you draw upon the power of nature to create a variety of mystical items that aid you and your allies in your adventures. Whether crafting seeds that provide temporary boosts, scarfs that enhance your abilities, or orbs that unleash potent elemental energies, your creations are a testament to your bond with the natural world. With each item you craft, you strengthen your connection to nature and unlock new abilities that allow you to thrive in the unpredictable wilderness within Pokémon Mystery Dungeon.*

3rd Level Feat:	<b>Natural Item Infusion</b> You gain the ability to infuse natural items with magical properties, creating basic items found within the Pokémon Mystery Dungeon universe. These items function similarly to their counterparts and can include Plain Seeds, Heal Seeds, and Blast Seeds. You can create a number of these items equal to your Intelligence modifier (minimum of one) per long rest.
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5th Level Feat:	<b>Advanced Crafting</b> Your proficiency in crafting with natural materials improves, allowing you to create more potent items. You can now craft intermediate items such as Reviver Seeds, Sleep Seeds, and Warp Scarves. Additionally, you gain proficiency with alchemist's supplies and herbalism kits if you don't already have them.
9th Level Feat:	<b>Master Artisan</b> Your mastery of crafting with natural items reaches new heights. You can create even more powerful items, including rare and legendary artifacts such as Joy Seeds, Oran Berries, and Mobile Scarves. These items possess potent effects that can turn the tide of battle or aid in exploration and survival.
15th Level Feat:	<b>Ancient Artifact Creation</b> You unlock the ability to create legendary items inspired by ancient artifacts from the Pokémon Mystery Dungeon lore. These artifacts, such as the Time Gears, Rainbow Stones, or other homebrew artifacts, hold immense power and possess unique abilities that can shape the course of destiny. You can spend time and resources to craft these artifacts, imbuing them with your own essence and leaving a lasting mark on the world around you.

Artificer Level	(subclass name) Spells
3rd	—Entangle, Faerie Fire
5th	—Lesser Restoration, Spike Growth
9th	—Plant Growth, Tidal Wave
13th	—Fabricate, Guardian Of Nature
17th	—Greater Restoration, Tree Stride

(Thank you Derpaherp for suggestions ^^)

## Monk Subclass: Way of the Mystical Aura

### Archetype description:

*As a practitioner of the Way of Mystical Aura, you tap into the latent energy within yourself, unlocking hidden potential and gaining insights into the true nature of existence. Through rigorous meditation and disciplined training, you learn to manipulate your aura, channeling its energy to enhance your physical abilities and unlock powerful techniques.*

3rd Level Feat:	<b>Aura Sense</b> At 3rd level, you gain the ability to perceive the auras of living beings around you. As an action, you can open your senses to detect the presence of creatures within 60 feet that aren't behind total cover. You can't discern the creatures' exact locations, but you can sense their presence and the general direction they are in. This feature doesn't reveal creatures that are in etherealness or are under the effects of a mind blank spell.
6th Level Feat:	<b>Aura Strike</b> Upon reaching 6th level, you gain the ability to manipulate the flow of your aura to enhance your agility and resilience. When you use the Dodge action, you can spend 1 ki point to gain resistance to bludgeoning, piercing, and slashing damage until the start of your next turn.
11th Level Feat:	<b>Aura Burst</b> At 11th level, you learn to unleash a burst of pure aura energy, striking fear into your enemies and bolstering your allies. As an action, you can spend 3 ki points to create a 30-foot radius aura centered on yourself for 1 minute. While the aura is active, friendly creatures within it have advantage on saving throws against being frightened, and hostile creatures have disadvantage on attack rolls against you.
17th Level Feat:	<b>Aura Mastery</b> Upon reaching 17th level, you achieve mastery over your aura, allowing you to unleash its full potential. As an action, you can spend 5 ki points to enter a state of heightened aura awareness for 1 minute. During this time you gain the following benefits: <ul style="list-style-type: none"><li>• Your movement speed increases by 30 feet.</li><li>• You gain a bonus to AC equal to your Wisdom modifier.</li><li>• Your unarmed strikes deal an additional 1d10 force damage.</li><li>• You have advantage on saving throws against spells and other magical effects.</li></ul>



## Warlock Subclass: Guardian of Birth

### Archetype description:

*In the mystical realm of Pokémon Mystery Dungeon & Dragons, there exists a rare phenomenon where certain Pokémon eggs, fated to be stillborn, are granted life by a benevolent legendary patron. These Pokémon, known as Birthbounds, are chosen by powerful Pokémon to serve as their emissaries in the mortal world. Among them are those who forge pacts with these patrons in a Guardian of Birth, a patron who acts as a distant parental figure, guiding their chosen Pokémon on their journey.*

1st Level Feat:	<b>Rebirth's Blessing</b> At 1st level, your patron's connection to the cycle of life and death imbues you with resilience. When you regain hit points at the end of a short rest, you can roll one of your Hit Dice twice and take the higher result.
6th Level Feat:	<b>Guiding Presence</b> Starting at 6th level, your patron's guidance becomes more tangible, providing you with insight and protection. You gain advantage on saving throws against being charmed or frightened. Additionally, as a reaction when you or a creature you can see within 30 feet of you takes damage, you can grant that creature resistance against that damage type until the end of your next turn.
10th Level Feat:	<b>Parental Bond</b> At 10th level, your bond with your patron strengthens, allowing you to draw upon their power more readily. When you cast a spell that restores hit points to a creature, you can choose to maximize the number of hit points the spell restores, rather than rolling the dice.
14th Level Feat:	<b>Eternal Connection</b> Upon reaching 14th level, your connection to your patron becomes so profound that you can communicate with them telepathically, regardless of distance. Additionally, you gain resistance to necrotic and radiant damage, and when you are reduced to 0 hit points but not killed outright, you can choose to drop to 1 hit point instead. Once you use this feature, you can't use it again until you finish a long rest.

Warlock lvl	subclass spells
1st	—Cure Wounds, False Life
3rd	—Enhance Ability, Gentle Response
5th	—Revivify, Speak with Dead
7th	—Death Ward, Guardian of Faith
9th	—Raise Dead, Greater Restoration

# CHAPTER 6: Mystery Dungeon Items

## Prologue:

In the expansive world of Pokémon Mystery Dungeon, a diverse array of items serves various purposes, from enhancing abilities to aiding in exploration. Among these are garments, tossed items, seeds, orbs, and more. While some items didn't directly translate into D&D 5e mechanics, I focused on preserving the essence and functionality of each item. For instance, 'tossed' items have been adapted into throwable weapons, and orbs now affect areas within a radius rather than entire rooms, with altered effects to suit the tabletop setting.

## GARMENT ITEMS

These are items whose effect will not take place unless you equip your Pokémon with them.

### **Bounce Band**

*Wondrous item, uncommon*

This band resembles a rubbery bracelet with a spring-like design. When worn, it grants the wearer the ability to use the move Bounce, allowing them to jump high into the air and crash down onto a target.

While wearing this band, you can cast the spell *Jump* on yourself at will, without expending a spell slot or material components. The jump height is doubled when using this feature.

Once per long rest, you can use an action to activate the band's special ability. You jump

high into the air, disappearing from sight, and then crashing down onto a target within 30 feet of you, dealing 2d6 bludgeoning damage on a successful hit. The target must succeed on a DC 13 Dexterity saving throw or be knocked prone. You then teleport to an unoccupied space within 10 feet of the target.

### **Curve Band**

*Wondrous item, uncommon*

This band has a sleek design with a spiral pattern engraved on its surface. When worn, it enhances the wearer's agility and dexterity, allowing them to perform quick and precise movements.

While wearing this band you gain a +1 bonus to your Dexterity score, to a maximum of 20.

Additionally, you can cast the spell *Longstrider* on yourself at will, without expending a spell slot or material components. This effect lasts for 1 hour and increases your walking speed by 10 feet.

Once per long rest, you can use a bonus action to activate the band's special ability. For the next minute, your government does not provoke opportunity attacks, and you can move through the space of any creature that is of a size larger than yours.

### **Defense Scarf**

*Wondrous item, uncommon*

This scarf is woven from durable fabric and imbued with protective magic. When worn, it enhances the wearer's resilience, providing additional defense against incoming attacks.

While wearing this scarf, you gain a +1 bonus to your Armor Class.

Additionally, you have advantage on saving throws against effects that would cause you to become paralyzed or restrained.

Once per long rest, you can use a reaction to activate the scarf's special ability. When you are hit by an attack, you can reduce the damage taken by 1d6 + your Constitution modifier.

### **Detect Band**

*Wondrous item, uncommon*

This band is adorned with intricate symbols that enhance the wearer's senses, allowing them to detect hidden threats and traps.

While wearing this band, you gain advantage on Perception checks to detect hidden or obscure creatures or objects.

Additionally, you have advantage on Investigation checks to detect traps or secret doors.

Once per long rest, you can use an action to activate the band's special ability. For the next minute, you gain truesight with a range of 30 feet, allowing you to see invisible creatures and objects, as well as into the Ethereal Plane.

### **Diet Ribbon**

*Wondrous item, uncommon*

This ribbon, when worn by a Pokémon, helps regulate its weight and metabolism, allowing it to maintain a healthy physique.

While attuned to this ribbon, the Pokémon gains advantage on saving throws against effects that would alter its size or weight, such as spells or abilities that cause it to shrink or grow.

Additionally, the Pokémon's movement speed increases by 5 feet.

Once per long rest, the Pokémon can use an action to activate the ribbon's special ability. For the next hour, it gains resistance to bludgeoning, piercing, and slashing damage from non magical weapons.

### **Dodge Scarf**

*Wondrous item, uncommon*

This scarf, when worn by a Pokémon, enhances its agility and reflexes, allowing it to evade attacks more easily.

While attuned to this scarf, the Pokémon gains a +1 bonus to its AC.

Additionally, the Pokémon can use its reaction to impose disadvantage on an attack roll made against it by a creature it can see within 30 feet of, provided the attack roll is not a critical hit. Once used, this ability cannot be used again until the Pokémon finishes a short or long rest.

Once per long rest, the Pokémon can use an action to activate the scarf's special ability. For the next minute, it gains advantage on Dexterity saving throws and can take the

Disengage action as a bonus action on each of its turns.

### **Friend Bow**

*Wondrous item, rare*

This bow, adorned with intricate engravings that radiate warmth and friendship, has the power to forge strong bonds between Pokémon.

While attuned to this bow, the Pokémon gains advantage on Persuasion checks made to interact with other Pokémon.

Additionally, when the Pokémon rolls a natural 20 on an attack roll made with a ranged weapon while wielding this bow, the target creature must succeed on a Wisdom saving throw (DC 15) or become charmed by the Pokémon for 1 hour. The charmed creature regards the Pokémon as a trusted friend and ally.

Once per long rest, the Pokémon can use an action to activate the bow's special ability. For the next hour, the Pokémon gains proficiency in the Persuasion skill if it does not already have it, and its Charisma score increases by 2 (to a maximum of 20) for the duration.

### **Heal Ribbon**

*Wondrous item, uncommon*

This ribbon, woven with soothing patterns and colors, emanates a gentle aura of healing magic.

While worn, the Heal Ribbon allows the creature to regain hit points equal to its level at the start of its turn if it has no more

then half of its hit points left and has at least 1 hit point.

Additionally, the Heal Ribbon grants advantage on saving throws against being paralyzed or stunned.

### **Joy Ribbon**

*Wondrous item, uncommon*

This ribbon exudes a faint, uplifting aura.

While wearing the Joy Ribbon, the creature gains advantage on saving throws against being frightened.

Additionally, whenever the creature successfully defeats an enemy in combat, it gains temporary hit points equal to its proficiency bonus.

### **Mobile Scarf**

*Wondrous item, uncommon*

This scarf is imbued with a magical energy that enhances the wearer's mobility.

While wearing the Mobile Scarf, the wearer gains a +10 feet bonus to their walking speed.

Additionally, the wearer gains advantage on saving throws against effects that would restrict their movement, such as being restrained or paralyzed.

### **Munch Band**

*Wondrous item, uncommon*

This band is enchanted with a mysterious power that helps the wearer recover health when consuming food.

Whenever the wearer consumes food or a healing item, they regain an additional 1d4 hit points.

Additionally, once per long rest, the wearer can use a bonus action to consume a small amount of food or a healing item and regain hit points equal to 1d4 + their Constitution modifier.

### **Pass Scarf**

*Wondrous item, uncommon*

This scarf is imbued with the ability to aid in movement, allowing the wearer to traverse obstacles more easily.

While wearing this scarf, the wearer gains advantage on Acrobatics checks made to jump or navigate difficult terrain.

Additionally, the wearer can use an action to cast the *Jump* spell on themselves without expending a spell slot. Once this feature is used, it can't be used again until the next dawn.

### **Patsy Band**

*Wondrous item, uncommon*

This band bestows a protective aura upon the wearer, shielding them from the brunt of enemy attacks.

While wearing this band, the wearer gains resistance to all damage from attacks made by enemies that are within 5 feet of an ally of the wearer.

Additionally, once per long rest, when the wearer is reduced to 0 hit points but not

killed outright, they can choose to drop to 1 hit point instead.

### **Pecha Scarf**

*Wondrous item, uncommon*

This scarf is infused with the essence of pecha berries, providing protection against poison.

While wearing this scarf, the wearer gains advantage on saving throws against poison and resistance to poison damage.

Additionally, the wearer is immune to the poisoned condition caused by ingesting poison.

### **Persim Band**

*Wondrous item, uncommon*

This band bestows the wearer with enhanced perception, granting them keen senses and heightened awareness.

While wearing this band, the wearer gains advantage Perception checks.

Additionally, the wearer can't be surprised while they are conscious, and other creatures don't gain advantage on attack rolls against them as a result of being unseen by the wearer.

### **Pierce Band**

*Wondrous item, uncommon*

This band enhances the wearer's attacks, allowing them to pierce through defenses with ease.

While wearing this band, the wearer's attacks ignore resistance to non-magical weapon damage.

Additionally, the wearer's attacks bypass any damage reduction or resistance granted by non-magical armor or natural.

### **Power Band**

*Wondrous item, uncommon*

This band enhances the wearer's physical prowess, boosting their strength and power.

While wearing this band, the wearer gains +1 bonus to attack rolls and damage rolls made with melee weapons.

Additionally, the wearer's Strength score is considered 2 points higher to determine carrying capacity and the maximum weight they can push, drag, or lift.

### **Racket Band**

*Wondrous item, uncommon*

This band enhances the wearer's evasiveness and agility, making it easier for them to dodge attacks.

While wearing this band, the wearer gains +1 bonus to AC.

Additionally, the wearer can use their reaction to impose disadvantage on an attack roll targeting them once per short rest.

### **Sneak Scarf**

*Wondrous item, uncommon*

This scarf enhances the wearer's ability to move quietly and remain undetected by enemies.

While wearing this scarf, the wearer gains advantage on Stealth checks made to move silently or hide.

Additionally, the wearer can move through difficult terrain caused by rubble, undergrowth, or similar obstacles without penalty to their movement speed.

### **Special Band**

*Wondrous item, uncommon*

This band enhances the wearer's special abilities, boosting the power of their special moves.

While wearing this band, the wearer gains a +1 bonus to spell attack rolls and spell save DCs.

Additionally, when the wearer uses a spell or magical ability that deals damage, the damage dealt is increased by 1d4.

### **Stamina Band**

*Wondrous item, uncommon*

This band enhances the wearer's endurance and stamina, allowing them to push themselves further in combat.

While wearing this band, the wearer gains advantage on Constitution saving throws to maintain concentration on spells.



Additionally, once per short rest, the wearer can use a bonus action to gain temporary hit points equal to their level + their Constitution modifier.

### **Tight Belt**

*Wondrous item, uncommon*

This belt helps the wearer control their energy and focus, allowing them to perform more effectively in combat.

While wearing this belt, the wearer gains a +1 bonus to attack rolls made with melee weapons.

Additionally, once per short rest, the wearer can use a bonus action to make an additional weapon attack after taking the Attack action on their turn.

### **Trap Scarf**

*Wondrous item, uncommon*

This scarf is adorned with mystical symbols that grant the wearer protection against traps and hazards.

While wearing this scarf, the wearer gains advantage on saving throws against traps and environmental hazards.

Additionally, once per long rest, the wearer can use a reaction to automatically succeed on a saving throw against a trap or hazard that would normally allow a saving throw.

### **Twist Band**

*Wondrous item, uncommon*

This band is infused with mysterious energy, granting the wearer increased evasion and agility.

While wearing this band, the wearer gains a +2 bonus to Dexterity saving throws.

Additionally, the wearer's movement speed increases by 10 feet.

### **Warp Scarf**

*Wondrous item, uncommon*

This scarf is imbued with the power to warp space, allowing the wearer to teleport short distances.

As a bonus action, the wearer can teleport up to 30 feet to an unoccupied space they can see within range.

Once used, the scarf can't be used again until the next dawn.

### **Weather Band**

*Wondrous item, uncommon*

This band is attuned to the natural elements, granting the wearer protection from the harsh weather conditions.

The wearer has advantage on saving throws against extreme weather conditions such as intense heat, cold, wind, or rain.

Additionally, once per day, the wearer can use an action to cast the *control* weather spell, affecting a 5-mile radius centered on their location. This ability can only be used while outdoors.

### **Zinc Band**

*Wondrous item, uncommon*

This band enhances the mental fortitude of the wearer, sharpening their focus and bolstering their mental resilience.

The wearer gains advantage on saving throws against being charmed or frightened.

Additionally, once per day, the wearer can use an action to cast the *enhanced ability* spell, choosing either Intelligence or Wisdom. The chosen ability score gains advantage on ability checks for the next hour.

## TOSSED ITEMS

Items that can be used to hit foes with, especially Shedninja who is resistant to common tackles. Note that the enemies may use such items to hit you as well.

### **Cacnea Spike**

*Wondrous item, uncommon*

This sharp, thorn-like spike can be used as a tool or weapon in combat. When wielded by a proficient user, it can inflict additional damage on foes.

**Weapon Proficiency:** The wielder must be proficient with simple weapons to use the Cacnea Spike effectively

**Damage:** 1d4 piercing damage.

**Special:** On a successful hit, the target takes an additional 1d4 poison damage.

**Versatile:** The spike can also be thrown with a range of 20/60 feet, dealing the same damage.

### **Corsola Twig**

*Wondrous item, uncommon*

This small delicate twig is said to bring good fortune and protection to those who possess it. When carried, it provides a slight boost to the wielder's defense.

**Defense Bonus:** While holding the Corsola Twig, the wielder gains a +1 bonus to their AC.

**Lucky Charm:** Once per long rest, the wielder can reroll a saving throw and must use the new roll.

**Fragile:** If the Corsola Twig is ever subjected to an attack or effect that deals damage, it is destroyed.

### **Gold Fang**

*Wondrous item, rare*

This sharp, golden tooth is highly sought after for its rarity and mystical properties. When worn around the neck as an amulet, it enhances the wearer's physical prowess and grants them the ability to deal additional damage with their bite attacks.

**Enhanced Bite:** While attuned to the Gold Fang, the wearer's bite attacks deal an additional 1d6 piercing damage.

**Fortune's Favor:** Once per long rest, the wearer can gain advantage on an attack roll made with their bite attack.

**Mystical Resilience:** The wearer gains resistance to poison damage while attuned to the Gold Fang.

### **Golden Twig**

*Wondrous item, uncommon*

This small, golden twig is said to bring good luck and prosperity to those who possess it. When held or carried, it grants a sense of serenity and optimism, as well as providing a subtle boost to the wearer's ability.

**Luck of the Golden Twig:** While holding or carrying the Golden Twig, the bearer gains advantage on saving throws against being frightened.

**Wealth's Attraction:** Once per day, the bearer can cast the *prestidigitation* cantrip, but only to create harmless sensory effects related to gold, such as the sound of jingling coins or the scent of freshly minted currency.

**Blessing of Abundance:** The bearer gains proficiency in the Persuasion skill while carrying the Golden Twig.

### **Iron Thorn**

*Wondrous item, uncommon*

This sharp, metallic thorn is commonly found in dungeons and is said to bring protection and resilience to those who carry it. When wielded or attached to equipment, it provides a subtle defense against physical harm.

**Thorn Guard:** While wielding a weapon or wearing armor adorned with the Iron Thorn, the bearer gains a +1 bonus to AC.

**Piercing Strike:** Once per day, when the bearer successfully hits a creature with a melee attack using a weapon adorned with

the Iron Thorn, they can choose to deal an additional 1d4 piercing damage.

**Resilient Ward:** The bearer has advantage on saving throws against effects that would cause them to become restrained or grappled.

### **Ancient Fossil**

*Wondrous item, rare*

This fossil is believed to be thousands of years old, containing the preserved remains of an ancient Pokémon. It emits a faint aura of mystique and holds untold secrets of the past.

**Fossilized Resonance:** Once per day, the bearer can channel the ancient energy of the fossil, granting themselves advantage on a saving throw against a spell or effect that would charm or frighten them.

**Revive Potential:** If the bearer is reduced to 0 hit points but not killed outright, the Ancient Fossil grants them 1d4 + their Constitution modifier hit points, allowing them to regain consciousness with renewed vigor.

### **Silver Spike**

*Weapon (dagger), uncommon*

This slender dagger is crafted from pure silver, gleaming with a faint magical aura. It is lightweight and perfectly balanced, ideal for precise strikes.

**Silvered:** The Silver Spike is treated as a silvered weapon, allowing it to bypass resistances and immunities to non magical attacks and damage that are not silvered.

**Keen Edge:** The Silver Spike has a keen edge, granting its wielder advantage on attack rolls when making attacks against creatures that are vulnerable to silvered weapons, such as certain undead or lycanthropes.

**Moonlit Strike:** Once per long rest, when the wielder of the Silver Spike makes an attack with it under the light of the moon, they can add an additional 1d6 radiant damage to the attack.

### **Stick**

*Weapon (club), common*

This simple wooden stick is lightweight and easy to wield. Despite its humble appearance, it can pack a surprising punch in the hands of a skilled combatant.

**Simple Weapon:** The Stick is a simple melee weapon, allowing characters proficient with simple weapons to wield it effectively.

**Improvised Weapon:** Characters proficient with the Stick can use it as an improvised weapon, dealing 1d4 bludgeoning damage on a hit.

**Throwing Weapon:** The Stick can be thrown as a ranged weapon with a range of 20/60 feet. When thrown, it deals 1d4 bludgeoning damage on a hit.

### **Geo Pebble**

*Wondrous item, common*

This small, smooth stone is infused with elemental energy. When thrown, it erupts into a burst of elemental power, affecting the area around it.

**Thrown Weapon:** The Geo Pebble can be thrown as a ranged weapon with a range of 20/60 feet. When thrown, it shatters upon impact, releasing its elemental energy.

**Elemental Burst:** Upon impact, the Geo Pebble explodes in a burst of elemental energy, creating a 5-foot radius sphere centered on the point of impact. Each creature within the area must make a Dexterity saving throw (DC 12) or take 1d6 damage of the corresponding elemental type: fire, cold, lightning, acid, or thunder (choose one at the time of throwing).

**Reusable:** The Geo Pebble can be used multiple times, but it loses its magical properties after 1 hour, becoming a mundane pebble.

### **Gravlerock**

*Wondrous item, common*

A rugged and jagged stone imbued with the essence of earth, the Gravlerock can be hurled with great force, causing a small tremor upon impact.

**Thrown Weapon:** The Gravlerock can be thrown as a ranged weapon with a range of 20/60 feet. It is a melee weapon attack if used in close combat.

**Tremor Impact:** Upon hitting a solid surface or a creature, the Gravlerock causes a minor tremor in a 10-foot radius centered on the point of impact. Each creature in that area must succeed on a Dexterity (DC 12) or be knocked prone.

**Durable:** The Gravlerock is sturdy and can be used repeatedly. It loses its magical

properties after 1 hour, becoming a mundane rock.

## FOOD ITEMS

These are consumable items important for your hunger.

### Apple

*Wondrous item, common*

A juicy and delicious fruit cherished by Pokémon for its ability to restore vitality.

**Consumable:** Eating an apple requires an action and restores 1d4 + 1 hit points.

**Satiating:** Additionally, consuming an apple satisfies hunger as if a full meal had been eaten for the day.

**Mystical Properties:** Once per day, as an action, the apple can be thrown on the ground to create an illusionary image of a ripe apple. This illusion lasts for 1 minute and can distract enemies or attract creatures that are interested in fruit.

### Big Apple

*Wondrous item, uncommon*

A larger version of the standard apple, providing even greater nourishment and vitality!

**Consumable:** Eating a big apple requires an action and restores 2d4 + 2 hit points.

**Satiating:** Additionally, consuming a big apple satisfies hunger as if a full meal had been eaten for the day.

**Mystical Properties:** Once per day, as an action, the big apple can be thrown on the ground to create an illusory image of a ripe apple. This illusion lasts for 1 minute and can distract enemies or attract creatures that are interested in fruit.

### Enormous Apple

*Wondrous item, rare*

A massive and incredibly nourishing apple, said to possess magical properties.

**Consumable:** Eating an enormous apple requires an action and restores 4d4 + 4 hit points.

**Satiating:** Additionally, consuming an enormous apple satisfies hunger as if a full meal had been eaten for the day.

**Mystical Energies:** Once per day, as an action, the enormous apple can be crushed, releasing a burst of mystical energy. This energy restores 2d4 expended spell slots to a creature that consumes it, chosen by the user.

### Golden Apple

*Wondrous item, legendary*

A legendary apple said to possess unparalleled magical properties.

**Consumable:** Eating a golden apple requires an action and restores 8d4 + 8 hit points.

**Revitalizing:** Additionally, consuming a golden apple removes any conditions affecting the creature, such as paralysis, petrification, or poison.

**Divine Blessing:** Once per day, as an action, the golden apple can be consumed to grant the eater the benefits of the *greater restoration* spell, removing curses, and diseases, and restoring any lost ability scores or hit point maximum reductions.

### **Grimey Food**

*Wondrous item, uncommon*

A piece of food found in dungeons. It's covered in dirt and grime but still edible in a pinch.

**Consumable:** Eating grimey food requires an action. Upon consumption, the creature regains 1d4 + 1 hit point.

**Chance of Sickness:** There's a 25% chance that the creature consuming grimey food must succeed on a DC 10 Constitution saving throw or become poisoned for 1 hour.

## **BERRY ITEMS**

Various berries that each provide their own benefits.

### **Cheri Berry**

*Wondrous item, uncommon*

A small, red berry that cures paralysis when eaten.

**Consumable:** Eating a Cheri Berry requires an action. Upon consumption, the creature is cured of any paralysis affecting it.

### **Chesto Berry**

*Wondrous item, uncommon*

A small, blue berry that cures sleep when eaten.

**Consumable:** Eating a Chesto Berry requires an action. Upon consumption, the creature is cured of any sleep affecting it.

### **Oran Berry**

*Wondrous item, uncommon*

A small, round berry that restores hit points when eaten.

**Consumable:** Eating an Oran Berry requires an action. Upon consumption, the creature regains 1d6 + 1 hit point.

### **Pecha Berry**

*Wondrous item, uncommon*

A small, round berry that can cure poison when eaten.

**Consumable:** Eating a Pecha Berry requires an action. Upon consumption, the creature is cured of any poison condition affecting it.

### **Rawst Berry**

*Wondrous item, uncommon*

A small, red berry that can cure burns when eaten.

**Consumable:** Eating a Rawst Berry requires an action. Upon consumption, the creature is cured of any burn conditions affecting it.

### **Sitrus Berry**

*Wondrous item, uncommon*

A juicy and nutritious berry that can restore a creature's health when eaten.

**Consumable:** Eating a Citrus Berry requires an action. Upon consumption, the creature regains hit points equal to 2d6 + 2 hit points.

## SEED ITEMS

Can be eaten or thrown with various magical effects.

### **Allure Seed**

*Wondrous item, uncommon*

A small seed that emits a pleasant fragrance, attracting nearby creatures.

**Activation:** As an action, you can throw the Allure Seed to a point within 20 feet of you. The seed shatters upon impact, releasing its fragrance in a 10-foot radius sphere centered on that point.

Any creature within the area that can smell must succeed on a DC 13 Wisdom saving throw or be charmed by you for 1 minute. A creature charmed in this way regards you as a friendly acquaintance. If you or your companions harm the charmed creature, the effect ends. Once activated, the Allure Seed is consumed.

### **Blast Seed**

*Wondrous item, uncommon*

A small seed that explodes on impact, dealing fire damage to creatures in its vicinity.

**Activation:** As an action, you can throw the Blast Seed to a point within 20 feet of you. The seed explodes upon impact, creating a fiery blast in a 5-foot radius sphere centered on that point.

Each creature in the area must make a DC 13 Dexterity saving throw, taking 2d6 fire damage on a failed save, or half as much damage on a successful one. Once activated, the Blast Seed is consumed.

### **Blinker Seed**

*Wondrous item, uncommon*

A small seed that emits a dazzling light when thrown, causing creatures in its vicinity to become disoriented.

**Activation:** As an action, you can throw the Blinker Seed to a point within 20 feet of you. The seed emits a blinding flash of light in a 10-foot radius sphere centered on that point.

Each creature within the area must make a DC 13 Constitution saving throw or become blinded until the end of their next turn. Once activated, the Blinker Seed is consumed.

### **Doom Seed**

*Wondrous item, uncommon*

A small seed, an ominous seed that, when thrown, inflicts a sense of impending doom upon its target.

**Activation:** As an action, you can throw the Doom Seed at a creature within 30 feet of you. The target must succeed on a DC 13 Wisdom saving throw or be afflicted with the Doom status condition for 1 minute.

While doomed, the creature has disadvantage on attack rolls and ability checks. Additionally, it cannot regain hit points through magical means. Once activated, the Doom Seed is consumed.



### **Eyedrop Seed**

*Wondrous item, uncommon*

A small seed, a medicinal seed that, when consumed, restores clarity to the mind and sharpens one's senses.

**Activation:** As an action, you or a creature you touch can consume the Eyedrop Seed. Upon consumption, the creature gains advantage on Perception checks for 1 hour. Additionally, if the creature is currently blinded, it can immediately make another saving throw against the effect that caused the blindness. Once activated, the Eyedrop seed is consumed.

### **Evil Seed**

*Wondrous item, rare*

A sinister seed infused with dark energy, emanating an aura of malevolence.

**Activation:** As an action you can plant the Evil Seed into the ground within 5 feet of you. Once planted, the seed releases a corrupting aura in a 10-foot radius centered on itself.

Creatures of your choice within this radius must succeed on a DC 15 Wisdom saving throw or be filled with feelings of dread and malice, causing them to suffer disadvantage on all saving throws for 1 minute. Additionally, any plant creatures in the area of effect become hostile and aggressive toward all creatures, including their allies, for the duration. Once activated, the Evil Seed is consumed.

### **Hardblow Seed**

*Wondrous item, uncommon*

A small, tough seed that feels heavy in your hand. It radiates a faint aura of resilience.

**Activation:** As a bonus action, you can crush the Hardblow Seed, activating its effect. When activated, you gain temporary hit points equal to 1d6 + your Constitution modifier. These temporary hit points last for 1 hour.

### **Heal Seed**

*Wondrous item, uncommon*

A small, translucent seed with a gentle, healing glow emanating from within.

**Activation:** As an action, you can consume the Heal Seed. When consumed, you regain hit points equal to 2d4 + 2.

### **Life Seed**

*Wondrous item, rare*

A small, vibrant seed pulsating with life energy, exuding a faint, refreshing aroma.

**Activation:** As an action, you can consume the Life Seed. When consumed, you regain hit points equal to 4d4 + 4.

### **Plain Seed**

*Wondrous item, common*

A small, unassuming seed with a plain appearance, seemingly devoid of any remarkable qualities.

**Activation:** As an action, you can consume the Plain Seed. When consumed, you regain hit points equal to 1d4.

### **Quick Seed**

*Wondrous item, uncommon*

A small seed imbued with swift energy, granting a temporary burst of speed to the consumer.

**Activation:** As an action, you can consume the Quick Seed. When consumed, your movement speed increases by 10 feet until the end of your next turn.

### **Reviver Seed**

*Wondrous item, rare*

A miraculous seed with the power to revive a fallen creature, bringing them back from the brink of death.

**Activation:** As an action, you can crush the Reviver Seed, causing it to release its potent energy. When used, the Reviver Seed instantly stabilizes a creature within 0 hit points and restores them to consciousness with 1 hit point.

### **Sleep Seed**

*Wondrous item, uncommon*

A small seed imbued with a tranquil aura, capable of inducing a deep slumber when thrown at a target.

**Activation:** As an action, you can throw the Sleep Seed at a creature within 20 feet of you. The target must succeed on a DC 13 Constitution saving throw or fall asleep for 1 minute. The creature wakes up if it takes damage or if another creature uses an action to shake it awake.

### **Stun Seed**

*Wondrous item, uncommon*

A small seed imbued with an electric charge, capable of stunning a creature when thrown at it.

**Activation:** As an action, you can throw the Stun Seed at a creature within 20 feet of you. The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of its next turn.

### **Totter Seed**

*Wondrous item, uncommon*

A peculiar seed that emits a dizzying aroma when crushed, causing confusion in nearby creatures.

**Activation:** As an action, you can crush the Totter Seed, releasing its aroma in a 10-foot radius around you. Each creature of your choice within the area must succeed on a DC 13 Wisdom saving throw or become confused for 1 minute.

A confused creature can't take reactions and must roll a d8 at the start of each of its turns to determine its behavior for that turn:

1. The creature uses all its movement to move in a random direction.
- 2-6. The creature doesn't move or take action this turn.
- 7-8. The creature can act and move normally.

### **Vanish Seed**

*Wondrous item, uncommon*

A small seed that, when thrown, creates a burst of smoke, allowing the user to vanish from sight.

**Activation:** As an action, you can throw the Vanish Seed to create a cloud of obscuring smoke in a 10-foot radius centered on a point you can see within 30 feet of you. The area becomes heavily obscured until the start of your next turn.

While heavily obscured by the smoke, you and your allies have advantage on Stealth checks to hide, and creatures outside the area have disadvantage on Perception checks to see anything within it.

### **Warp Seed**

*Wondrous item, uncommon*

A small seed imbued with mysterious energy, allowing the user to teleport to a random location within a short range.

**Activation:** As an action, you can consume the Warp Seed to teleport to a random unoccupied space within 30 feet of your current location. Roll a d8 to determine the direction:

1. For north,
2. For northeast,
3. For east,
4. For southeast,
5. For south,
6. For southwest,
7. For west,
8. For northwest.

Roll a d6 to determine the distance:

- 1-2. For 5 feet,
- 3-4. For 10 feet,
- 5-6. For 15 feet.

## **ORB ITEMS**

These are items that cause a variety of effects in the dungeons.

### **All-Hit Orb**

*Wondrous item, rare*

A mysterious orb that, when activated, ensures all attacks made by the user and their allies within its radius successfully hit their targets.

**Activation:** As an action, you can activate the All-Hit Orb, creating a magical aura in a 20-foot radius centered on yourself. While the aura persists for 1 minute, all attacks made by you and your allies within the aura automatically hit their targets, regardless of any factors that would normally cause them to miss. Once activated, the orb crumbles into dust.

### **Blowback Orb**

*Wondrous item, uncommon*

A small orb that, when activated, creates a powerful wind that pushes all enemies away from the user.

**Activation:** As an action, you can activate the Blowback Orb, creating a sudden burst of wind in a 15-foot radius centered on yourself. Each creature within the radius must succeed on a Strength saving throw (DC 13) or be pushed 10 feet away from you. The orb shatters upon use.

### **Decoy Orb**

*Wondrous item, uncommon*

A small orb that, when activated, creates a decoy of the user to distract enemies.

**Activation:** As an action, you can activate the Decoy Orb, creating an illusory duplicate of yourself within 5 feet. The duplicate appears indistinguishable from the user and lasts for 1 minute or until it takes any damage.

Enemies treat the duplicate as if it were the user, allowing the user to gain advantage on attacks or escape unnoticed. The orb shatters upon use.

### **Drought Orb**

*Wondrous item, rare*

A mystical orb that, when activated, creates a temporary area of intense heat and dryness.

**Activation:** As an action, you can activate the Drought Orb, causing it to emanate a magical aura within a 30-foot radius centered on you. This aura lasts for 1 minute and creates an effect similar to the *druidcraft* cantrip, causing the weather within the radius to become hot and dry, as if affected by a drought.

The temperature rises significantly, causing discomfort to creatures within the area. Additionally, the orb produces a minor illusion of shimmering heat waves, making it difficult for creatures to see clearly, imposing disadvantage on Perception checks.

### **Escape Orb**

*Wondrous item, uncommon*

A small, translucent orb imbued with teleportation magic. When activated, it

allows the user to escape from dangerous situations.

**Activation:** As an action, you can crush the Escape Orb in your hand, causing it to emit a brilliant flash of light. You and up to six willing creatures of your choice within 10 feet of you are instantly teleported to a location you are familiar with, up to 500 feet away, as if casting the *dimension door* spell. If you attempt to teleport to a location that is occupied by a solid object or creature, the escape fails, and the orb is consumed.

### **Evasion Orb**

*Wondrous item, uncommon*

An intricately carved orb that radiates a faint aura of agility. When activated, it enhances the user's reflexes and evasiveness.

**Activation:** As a bonus action, you can activate the Evasion Orb, granting yourself advantage on Dexterity saving throws and Acrobatic checks for 1 minute. Once activated, the orb's magic fades, and it becomes inert until the next dawn.

### **Hail Orb**

*Wondrous item, uncommon*

A small, frost-covered orb that emanates a chilling aura. When activated, it summons a brief but intense hailstorm, causing icy shards to rain down on the area.

**Activation:** As an action, you can activate the Hail Orb, causing a 20-foot radius centered on yourself to be affected by a hailstorm for 1 minute. Creatures within the area must make a DC 13 Dexterity saving

throw or take 2d6 cold damage. The storm also makes the area lightly obscured.

### **Hurl Orb**

*Wondrous item, uncommon*

A small orb that pulses with kinetic energy. When activated, it allows the user to unleash a powerful force, knocking back nearby creatures.

**Activation:** As an action, you can activate the Hurl Orb, targeting a point within 30 feet of you. Each creature within a 10-foot radius sphere centered on that point must make a DC 13 Strength saving throw.

On a failed save, a creature takes 2d6 force damage and is pushed 10 feet away from the center of the sphere. On a successful save, the creature takes half damage and isn't pushed.

### **Luminous Orb**

*Wondrous item, uncommon*

A radiant orb that emits a soft, soothing light. When activated, it illuminates the surrounding area, revealing hidden traps and secrets.

**Activation:** As an action, you can activate the Luminous Orb, causing it to shed bright light in a 20-foot radius and dim light for an additional 20 feet for 1 hour.

Additionally, any traps or hidden objects within the radius of bright light become visible as if under the effects of the *detect magic* spell.

### **Petrify Orb**

*Wondrous item, rare*

A small translucent orb with swirling patterns of energy. When activated, it emits a powerful field that petrifies enemies caught within its radius.

**Activation:** As an action, you can throw the Petrify Orb to a point you can see within 60 feet of you. Each creature of your choice within a 20-foot radius sphere centered on that point must make a DC 15 Constitution saving throw.

On a failed save, a creature becomes restrained as its body begins to turn to stone. A restrained creature can repeat the saving throw at the end of each of its turns, ending the effects on itself on a success. The effect lasts for 1 minute.

### **Rainy Orb**

*Wondrous item, rare*

A small, azure-colored orb that glows softly when activated. When used, it summons a localized rainstorm, drenching the area and providing various benefits to those within.

**Activation:** As an action, you can activate the Rainy Orb, causing it to emit a magical aura in a 30-foot radius centered on you. The area becomes lightly obscured, and it begins to rain for up to 1 hour. While it rains, flames are extinguished, ranged weapon attacks have disadvantage, and creatures without a swimming speed move at half speed.

### **Rollcall Orb**

*Wondrous item, rare*

A small, translucent orb that emanates a soft, pulsating glow. When activated, it

emits a melodic chime that resonates throughout the area, calling allies to gather around the user.

**Activation:** As an action, you can activate the Rollcall Orb, causing it to emit a soothing chime audible within a 60-foot radius. Any allied creatures within range who can hear the chime gain advantage on Wisdom saving throws and have their movement speed increase by 10 feet for 1 minute.

### **Sandy Orb**

*Wondrous item, uncommon*

A small orb containing swirling grains of sand that seem to shimmer with an otherworldly light. When activated, it creates a localized sandstorm that obscures vision and hampers movement.

**Activation:** As an action, you can activate the Sandy Orb, causing it to create a 20-foot radius sphere of swirling sand centered on a point within 60 feet of you. The sandstorm lasts for 1 minute, heavily obscuring the area within its radius.

Any creature other than you that enters the sandstorm for the first time on a turn or starts its turn there must succeed on a DC 13 Strength saving throw or have its speed halved until the end of its next turn.

### **Sunny Orb**

*Wondrous item, uncommon*

A small orb that radiates warmth and emits a gentle, golden light. When activated, it bathes the area in bright sunlight, bolstering allies and hindering undead and fiendish creatures.

**Activation:** As an action, you can activate the Sunny Orb, causing it to emit bright sunlight in a 30-foot radius centered on a point within 60 feet of you. The sunlight lasts for 1 minute, shedding bright light in the area and dim light for an additional 30 feet.

While within the sunlight, friendly creatures gain advantage on saving throws against being charmed or frightened, and undead and fiends have disadvantage on attack rolls.

### **Switcher Orb**

*Wondrous item, uncommon*

A small, translucent orb that emanates a faint, shifting light. When activated, it allows the user to switch places with another creature within sight providing a brief moment of tactical advantage or escape.

**Activation:** As an action, you can activate the Switcher Orb. Choose a creature within 30 feet of you that you can see. You and the chosen creature swap places, teleporting to each other's locations. If there is not enough space for both creatures in the target location, the swap fails, and the activation is wasted.

### **Totter Orb**

*Wondrous item, uncommon*

A small orb pulsating with erratic energy. When activated, it emits a disorienting field that causes nearby creatures to lose their balance and become confused.

**Activation:** As an action, you can activate the Totter Orb. Each creature of your choice within a 10-foot radius sphere centered on

the orb must succeed on a Wisdom saving throw or become confused for 1 minute. A confused creature can't take reactions and must roll a d8 at the start of each of its turns to determine its behavior for that turn.

1. The creature uses all its movement to move in a random direction.

2-6. The creature doesn't move or take action this turn.

7-8. The creature can act and move normally.

### **Trawl Orb**

*Wondrous item, uncommon*

A small, transparent orb that emanates a faint, soothing glow. When activated, it generates a subtle energy field that attracts nearby items, drawing them towards the user.

**Activation:** As an action, you can activate the Trawl Orb. For the next 10 minutes, small objects and loose items within a 30-foot radius of you are drawn toward you as if affected by a gentle gravitational force. This effect does not work on objects held or worn by creatures, or on objects secured in place.



# CHAPTER 7: MYSTERY DUNGEONS

## Prologue:

In this chapter, you'll find mechanics for various traps encountered within Mystery Dungeons, rules for navigating Monster Houses, and how they trigger.

## MYSTERY DUNGEON TRAPS

### Gravelerock Trap

**Trigger:** Pressure plate or proximity.

**Effect:** Each creature within 5 feet of the trap takes 2d6 bludgeoning damage, Dexterity saving throw for half damage (DC 12).

### Warp Trap

**Trigger:** Pressure plate or proximity.

**Effect:** Each creature within 5 feet of the trap is teleported to a random unoccupied space within 60 feet, Wisdom saving throw to resist being teleported (DC 14).

### Pitfall Trap

**Trigger:** Pressure plate or proximity.

**Effect:** Each creature within 5 feet of the trap falls into a pit, taking 2d6 bludgeoning damage and becoming restrained until they can climb out, Strength (Athletics) check DC 12 to escape.

### Grudge Trap

**Trigger:** Pressure plate or proximity.

**Effect:** Each creature within 5 feet of the trap takes 2d8 psychic damage, Constitution saving throw for half damage (DC 13), and gains a level of exhaustion.

### Sleep Trap

**Trigger:** Pressure plate or proximity.

**Effect:** Each creature within 5 feet of the trap must make a Wisdom saving throw (DC 12) or fall asleep for 1 minute.

### Spikes Trap

**Trigger:** Pressure plate or proximity.

**Effect:** Each creature within 5 feet of the trap takes 2d6 piercing damage, Dexterity saving throw for half damage (DC 12).

### Pounce Trap

**Trigger:** Pressure plate or proximity.

**Effect:** Each creature within 5 feet of the trap is knocked prone, Strength saving throw (DC 12) to remain standing.

### Selfdestruct Trap

**Trigger:** Pressure plate or proximity.

**Effect:** The trap explodes, creating a 20-foot-radius sphere. Each creature in that area must make a Dexterity saving throw (DC 15), taking 6d6 fire damage on a failed save, or half as much damage on a successful one.

### **Confuse Trap**

**Trigger:** Pressure plate or proximity.

**Effect:** Each creature within 5 feet of the trap must make a Wisdom saving throw (DC 13) or be confused for 1 minute, rolling a d8 at the start of each turn to determine their actions.

### **Sticky Trap**

**Trigger:** Pressure plate or proximity.

**Effect:** Each creature within 5 feet of the trap has its movement speed halved, and it cannot take the Dash action for 1 minute.

These are just examples, and you can adjust the DCs, damage values, and effects based on the level of challenge you want to present to the players in your campaign. Additionally, you can create new traps or modify existing ones to suit your game's needs.

## **MONSTER HOUSE**

In Pokémon Mystery Dungeon, Monster Houses are special rooms where the player encounters a large number of hostile Pokémon all at once. Translating this concept into D&D 5e mechanics, we can create rules for Monster Houses that provide a challenging encounter for players.

### **Running a Monster House:**

**Triggering a Monster House:** When the players enter a room in a dungeon, the DM secretly rolls a d100. On a result of 1-5, a Monster House is triggered, and the room becomes filled with hostile creatures.

**Number of Creatures:** The Number of creatures in the Monster House is determined by the DM based on the party's level and the dungeon's difficulty. A typical Monster House might contain 6-8 creatures.

**Composition of Creatures:** The Pokémon in the Monster House should vary in type and challenge rating to provide a balanced encounter. Include a mix of melee, ranged, and spellcasting creatures to keep the players on their toes.

**Tactics and Coordination:** Creatures in the Monster House may work together to take down the players. They may use tactics such as flanking, focusing fire on weakened characters, or retreating and regrouping if they are losing the fight.

**Dynamic Environment:** Monster Houses can be chaotic environments, with obstacles and hazards that provide cover or impede movement. The DM can describe the room as cluttered with debris, with narrow passages and hidden alcoves where creatures can hide.

**Rewards:** Successfully defeating all the creatures in the Monster House can yield greater rewards than a typical encounter. Consider granting extra treasure or unique items to the player as a reward for overcoming this challenging encounter.

## CONCLUDING... FOR NOW

Well... This has been a journey to reach this point. Thank you to everyone supporting this project, huge shout out to [Neek0](#) for all the amazing art, formatting this document to make it readable, and correcting my past midnight typos as my last brain cell is demanding worker's rights before it dies.

I don't expect much in return for this compendium, other than the satisfaction of watching more PMD&D stories out there and offering a tool I didn't have when first stepping into the joy of PMD&D. There is more coming, may it be in this compendium, or future compendiums. Who knows, all I know is I need some sleep. Enjoy the games, and have fun adventuring out there.

Kingdom25

